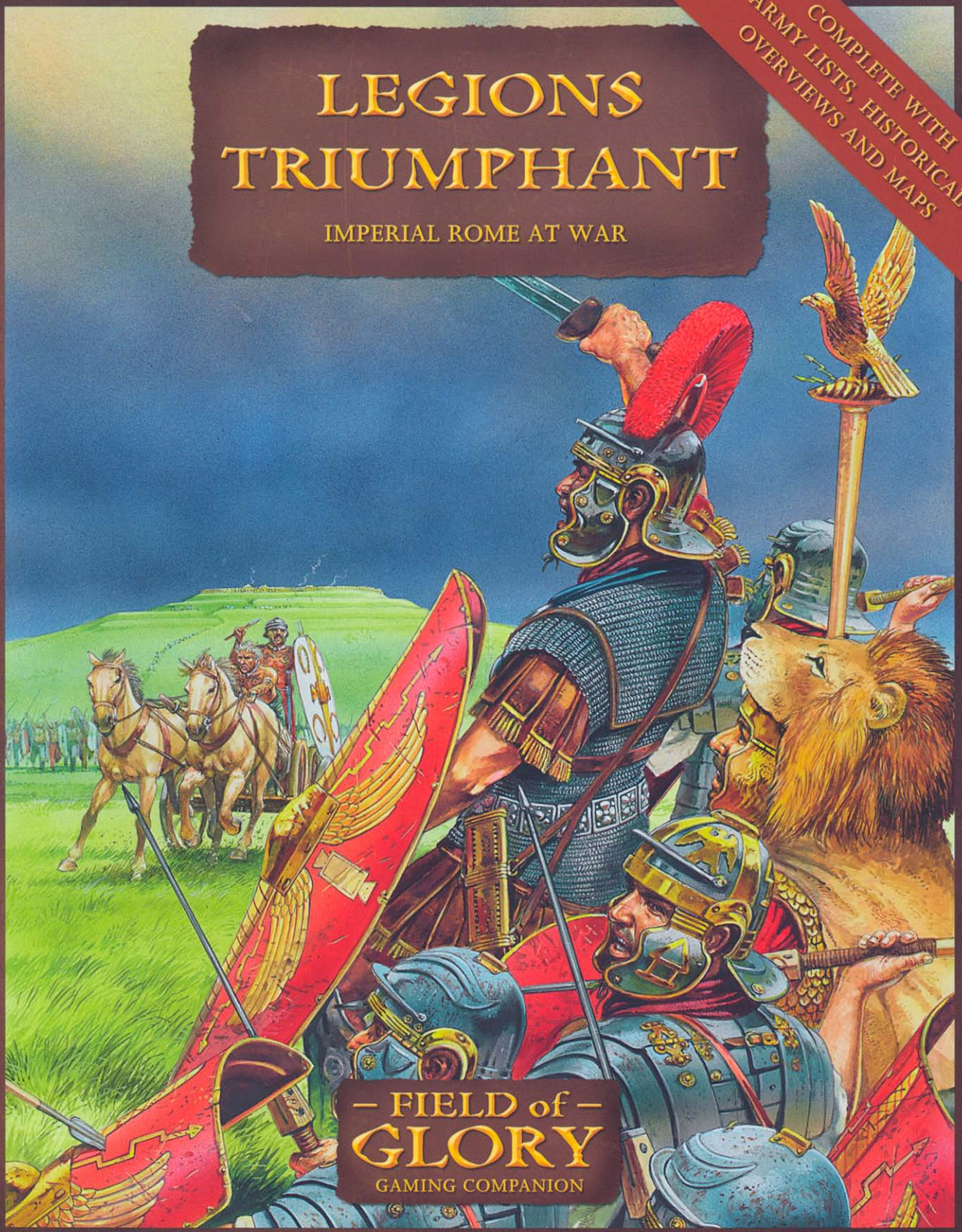
LEGIONS TRIUMPHANT

IMPERIAL ROME AT WAR

COMPLETE WITH ARMY LISTS, HISTORICAL OVERVIEWS AND MAPS



FIELD of GLORY

GAMING COMPANION

LEGIONS TRIUMPHANT

IMPERIAL ROME AT WAR

Written by Richard Bodley Scott, assisted
by Nik Gaukroger, James Hamilton
and Paul Robinson

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INTRODUCTION

Field of Glory is a historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of ancient and medieval eras. This companion is designed to be used alongside the *Field of Glory* rulebook and covers the armies of the Roman Empire and its opponents from 25 BC to 493 AD: from the first Emperor, Augustus, until the final demise of the Western Roman Empire.

As you look at each army, you will find the following sections:

- Brief **historical notes** on the army, its battles, its famous weapons and/or troop types.
- A ready-to-play **starter army** – just put it together and play a balanced small game.
- Instructions for building a **customised army** using our points system.
- A table with the full list of **compulsory** and **optional** troops.
- Supporting illustrations to give you a flavour of the period.
- Miniatures photographs.

Most of the eventual territories of the Roman Empire had already been conquered by 25 BC – see our companion volume, Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*.

Roman troops on the march

However, after a period of consolidation and re-organisation under Augustus, some further territorial expansions were made. Britain was invaded in 43 AD and successfully conquered. The Rhine/Danube salient was conquered in Germany in order to shorten the frontier. Dacia, north of the Danube, was conquered by 106 AD. The former client states in the East were progressively annexed and made into Roman provinces, advancing the Empire to the Parthian frontier.

The resulting borders were maintained until the 3rd century, when a series of wars against Germanic tribes and endemic civil wars resulted in the loss of the Rhine-Danube salient and Dacia, leaving the Northern frontier of the empire firmly on the lines of the Rhine and Danube.

By the end of the 3rd century, the constant pressure on the borders of the empire made a reorganisation necessary. Under Diocletian, the army was expanded and the empire divided into Eastern and Western halves, each under its own Augustus (senior emperor) and Caesar (junior emperor). Less emphasis was placed on forward defence, and more on defence in depth, with gradually expanding central field armies. As time went on, the Eastern and Western parts of the Empire became more separate and co-operated less.

Many underlying reasons have been proposed for the eventual fall of the Western Roman Empire, but from a military point of view the main feature was increasing pressure on the northern frontier from waves of displaced Germanic tribes, pushed westwards by the advance of the Huns. In the early 5th century, the frontier defences collapsed. Migrating tribes forced their way into the Empire and seized areas of territory. Initially a favourable "spin" was put on this and these tribes were officially granted land and employed as foederati to help defend against the further waves of tribes coming up behind. As the century progressed, however, several tribes dispensed with this polite fiction and set up their own independent kingdoms in former Roman territories. The last puppet emperor in Italy, Romulus Augustulus, was deposed by the foederate Odoacer in 476. By 493, Italy was ruled by the Ostrogoths, southern Gaul (southern France) and most of Spain by the Visigoths, northern Gaul (northern France) by the Franks and North Africa by the Vandals.

The Eastern Roman Empire, with its capital at Constantinople (modern Istanbul), by contrast, weathered the storms of the 5th century, and even re-conquered several portions of the Western Empire in the 6th century. Known to historians as the Byzantine Empire (but to its inhabitants as the Roman Empire) it continued until Constantinople fell to the Ottoman Turks in 1453. (See our companion volumes, Field of Glory Companion 7: *Decline and Fall: Byzantium at War*, Field of Glory Companion 4: *Swords and Scimitars: The Crusades* and Field of Glory Companion 6: *Eternal Empire: The Ottomans at War*.)

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PRINCIPATE ROMAN

This list covers the Imperial Roman army from 25 BC to 284 AD, from the reforms of Augustus until the accession of Diocletian. During most of this period, the official title of the emperor was Princeps (roughly First Citizen), hence the list name, although this was being superseded by the end of the period.

LEGIONS

As in the Republic, Roman legionaries were heavy infantry, armed with a large shield, sword (gladius) and heavy throwing spear (pilum). At least in the earlier part of the period they wore metal body armour, initially mail but from the first half of the 1st century AD the famous *lorica*

Roman Centurion, Signifer and Acquilifer, by Ronald Embleton. Taken from Men-at-Arms 46: The Roman Army from Caesar to Trajan.

Roman Legion

segmentata of overlapping plate strips. From the mid-3rd century, monumental depictions show muscled cuirasses. These have variously been interpreted as leather armour, adopted for cost reasons as the army expanded, or as artistic convention. If later legionaries wore metal armour it was probably mail. Legionaries wore metal helmets throughout the period, though the style became simplified and easier to manufacture. The large semi-cylindrical shield of the 1st century gradually became more oval and flat as time went on. The short gladius was replaced by the longer spatha.

The full official heavy infantry strength of a legion in the Principate period was 5,120, consisting of one cohort of 800 men and 9 cohorts of 480 men each. In addition there were 120 attached cavalry, probably acting as messengers and scouts. There was also attached artillery.

Roman Auxiliary cavalry

AUXILIA

As part of Augustus' reforms, the ad-hoc units raised from subject nations were replaced by regular auxiliary units of horse (alae) and foot (cohortes). Typical auxiliaries wore mail armour, at least in the earlier part of the period, carried oval shields, sword and a lighter throwing spear (lancea).

TROOP NOTES

We allow for the various theories regarding legionary and auxiliary armour. The extent to which the tactical role of auxiliary foot differed from that of the legions is debatable. We therefore give the option for them to be graded as Medium Foot or Heavy Foot.

Alae milliaria were of higher status than other cavalry. However, from about 260 AD, cavalry became strategically more important and favoured by the emperors, some of whom, like Aurelian, had been the commander of the cavalry force based at Milan. One of the first units of contarii was an ala milliaria. Equites Illyricani raised from the mid-third century onwards may have been

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Legionary artillery, and Balearic slinger, by Ronald Embleton. Taken from Men-at-Arms 93: The Roman Army from Hadrian to Constantine.

unarmoured light horse with javelins, or may have been conventional armoured equites – we allow for both possibilities.

In Arrian's order of battle against the Alans, local and Roman auxiliary archers from different units were deployed behind the legions and auxiliaries to assist in repelling the Alan charge. Although they only formed a single rank behind the other foot, their effect is best represented by incorporating archers into legionary or auxiliary (non-archer) foot battle groups in the ratio of 1 light foot archer base to 2 legionary/auxiliary bases. When used in this way they are treated and paid for as the same quality and training as the rest of the battle group.

Legionaries were sometimes equipped with heavy clubs in addition to their normal weapons in order to fight against cataphracts. This tactic is first mentioned in 272 AD, used by veteran local legions against the Palmyrans. It is also mentioned in two later battle accounts. In accordance with the *Field of Glory* design philosophy of classifying troops according to their primary fighting style, it is not treated as a separate capability but subsumed into the superior status of veteran legions.

PRINCIPATE ROMAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Legionaries	4 BGs	Each comprising 4 bases of legionaries: Superior, Armoured, Drilled Heavy Foot – Impact Foot, Skilled Swordsmen
Legionary lanciarii	1 BG	4 bases of legionary lanciarii: Superior, Armoured, Drilled Medium Foot – Light Spear, Skilled Swordsmen
Auxiliary foot	2 BGs	Each comprising 4 bases of auxiliary foot: Average, Armoured, Drilled Medium or Heavy Foot – Light Spear, Swordsmen
Auxiliary cavalry	1 BG	4 bases of auxiliary cavalry: Average, Armoured, Drilled Cavalry – Light Spear, Swordsmen
Equites sagittarii	1 BG	4 bases of equites sagittarii: Average, Unprotected, Drilled Light Horse – Bow
Slingers	1 BG	6 bases of slingers: Average, Unprotected, Undrilled Light Foot - Sling
Fortified camp	1	Fortified camp
Total	10 BGs	Camp, 8 mounted bases, 34 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as auxiliary cavalry.
- As usual, the whole of each battle group must be of the same quality grade, and all Heavy Foot or Medium Foot in a battle group must have the same armour grade and close combat capabilities.
- Where there is a choice of Medium Foot or Heavy Foot rating for auxiliary foot, this represents alternative interpretations of their historical function. All such auxiliaries must be rated the same.
- The maximum permitted total number of bases of cavalry, light horse and cataphracts

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graded as Superior is 4 before 260 AD, 8 from 260 AD. These represent Alae milliaria or other elite units.

- A battle group of separately deployed legionary lanciarii cannot include archers.
- Batavian or Sarmatian allies cannot be used with any other allies.
- Converted marines and gladiators cannot be used with any allies.

PRINCIPATE ROMAN

Territory Types: Agricultural, Developed, Hilly, Woodlands

Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Core Troops										
Legionaries	Before 218 AD	Heavy Foot	Armoured	Superior	Drilled	–	Impact foot, Skilled Swordsmen	14	4–8	8–32
		Heavy Foot	Armoured	Average	Drilled	–	Impact foot, Swordsmen	10		
	From 218 AD	Heavy Foot	Armoured	Superior	Drilled	–	Impact foot, Skilled Swordsmen	14		
			Protected					11		
		Heavy Foot	Armoured	Average	Drilled	–	Impact foot, Swordsmen	10		
			Protected					8		
Auxiliary foot	Before 218 AD	Medium or Heavy Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9	4–8	8–24
	From 218 AD	Medium or Heavy Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9		
			Protected					7		
Auxiliary cavalry	Before 260 AD	Cavalry	Armoured	Average	Drilled	–	Light Spear, Swordsmen	13	4–6	4–12
				Superior				17		
	From 260 AD	Cavalry	Armoured	Average	Drilled	–	Light Spear, Swordsmen	13	4–6	4–16 / 6–16
				Superior				7		
		Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4–6	0–8
				Superior				9		
Auxiliary archers	Before 218 AD	Medium Foot	Protected	Average	Drilled	Bow	–	7	4–8	0–8 / 0–18
	From 218 AD	Medium Foot	Protected	Average	Drilled	Bow	–	7		
			Unprotected					6		
Allied archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–8
Archers attached to legionary or auxiliary foot (not archer) battle groups to form ⅓ of battle group		Light Foot	Unprotected	Superior	Drilled	Bow	–	6	2–4 (⅓ of 6–12)	0–18
				Average				5		
Light bolt-shooters		Light Artillery	–	Average	Drilled	Light Artillery	–	17	2	0–6
Heavy bolt-shooters or stone-throwers		Heavy Artillery	–	Average	Drilled	Heavy Artillery	–	20	2	
Fortified camp								24		1

Optional Troops										
Separately deployed legionary lanciarii	Only from 197AD	Medium Foot	Armoured	Superior	Drilled	–	Light Spear, Skilled Swordsmen	13	4–6	0–6
			Protected					10		
		Medium Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9		
			Protected					7		
Moorish or Numidian cavalry	Only before 197 AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0–4
Equites sagittarii	Before 197 AD	Light Horse	Unprotected	Average	Drilled	Bow	–	8	4	0–4
				Superior				10		
	From 197 AD	Light Horse	Unprotected	Average	Drilled	Bow	–	8	4–6	0–8
				Superior				10		
Catafractarii/ Contarii	Only from 100 AD	Cavalry	Armoured	Average	Drilled	–	Lancers, Swordsmen	13	4	0–4
				Superior				17		
Clibanarii	Only from 228 AD	Cataphracts	Heavily Armoured	Average	Drilled	–	Lancers, Swordsmen	16	4	
				Superior				20		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	–	4	4–6	0–8
				Poor				2		
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4–6	
Symmachiarii	Only before 100 AD	Medium Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	4–6	
Marines recently converted to legionaries	Only before 100 AD	Heavy Foot	Armoured	Average	Drilled	–	Impact foot, Swordsmen	10	4–6	0–12
			Protected					8		
Allies										
Arab allies – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Armenian allies – Early Armenian – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*, or Middle Armenian										
Commagene client allies – (Only before 72 AD) – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Edessan client allies – (Only before 244 AD) – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Emesan client allies – (Only before 73 AD)										
Judaean client allies – (Only before 6 AD) – Later Jewish – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Nabataean client allies – (Only before 106 AD) – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Sarmatian allies – Later Sarmatian										0–12
Special Campaigns										
Germanicus in Germany in 16 AD										
Batavian allies – Early German										
Otho or Vitellius in 69 AD										
Gladiators		Medium Foot	Protected	Superior	Undrilled	–	Skilled swordsmen	9	4	0–4

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PRINCIPATE ROMAN ALLIES										
Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Legionaries	Before 218 AD	Heavy Foot	Armoured	Superior	Drilled	–	Impact foot, Skilled Swordsmen	14	4–8	4–12
		Heavy Foot	Armoured	Average	Drilled	–	Impact foot, Swordsmen	10		
	From 218 AD	Heavy Foot	Armoured	Superior	Drilled	–	Impact foot, Skilled Swordsmen	14		
			Protected					11		
		Heavy Foot	Armoured	Average	Drilled	–	Impact foot, Swordsmen	10		
			Protected					8		
Auxiliary foot	Before 218 AD	Medium or Heavy Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9	4–8	4–12
	From 218 AD	Medium or Heavy Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9		
			Protected					7		
Auxiliary cavalry	Before 260 AD	Cavalry	Armoured	Average	Drilled	–	Light Spear, Swordsmen	13	4–6	4–6
	From 260 AD	Cavalry	Armoured	Average	Drilled	–	Light Spear, Swordsmen	13	4–6	4–8 / 4–8
		Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4	0–4
Auxiliary archers	Before 218 AD	Medium Foot	Protected	Average	Drilled	Bow	–	7	4–6	0–6 / 0–6
	From 218 AD	Medium Foot	Protected	Average	Drilled	Bow	–	7		
			Unprotected					6		
Archers attached to legionary or auxiliary foot (not archer) battle groups to form ⅓ of battle group		Light Foot	Unprotected	Superior	Drilled	Bow	–	6	2–4 (⅓ of 6–12)	0–6 / 0–6
				Average				5		
Light bolt-shooters		Light Artillery	–	Average	Drilled	Light Artillery	–	17	2	0–2
Heavy bolt-shooters or stone-throwers		Heavy Artillery	–	Average	Drilled	Heavy Artillery	–	20	2	

DOMINATE ROMAN

This list covers Imperial Roman armies from the accession of Diocletian in 284 AD until c.425 AD, by which time "barbarian" foederati had become a major proportion of Roman field armies.

THE NOTITIA DIGNITATUM

Much of the information upon which this list is based is derived from the Notitia Dignitatum, an official document of the turn of the 4th–5th centuries, listing the forces of the empire and depicting the unit shield patterns for the Western and Eastern foot and the Western cavalry. This has survived in the form of medieval manuscript copies. The availability of this information makes the Dominate Roman army a popular and colourful choice for wargamers.

Field army units were graded, in decreasing seniority, Palatina, Comitatensis or Pseudo-comitatensis. Limitanei (border) units were of even lower status.

Field army legions were probably much smaller than the legions of the Principate period

and tended to operate in pairs. Auxilia palatina were of higher status than earlier auxilia and also operated in pairs. Legions and field army auxilia probably included integral supporting archers.

The proportion of cavalry was increased. Field army cavalry units were termed vexillationes rather than alae.

Roman infantryman, 4th century AD, by Gerry Embleton. Taken from Warrior 9: Late Roman Infantryman AD 236–565.

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TROOP NOTES

Opinions vary as to the overall quality of Late Roman troops, but one possible scheme would be to treat Palatine units as Superior, Comitatensis and Pseudocomitatensis units and Limitanei legions as Average, and Limitanei auxiliaries as Poor. However, other interpretations are possible and are permitted.

We allow for the various theories regarding legionary and auxiliary armour (see p.7). The extent to which the tactical role of auxiliary foot differed from that of the legions is debatable. We therefore give the option for them to be graded as Medium Foot or Heavy Foot. Legionaries were sometimes equipped with heavy clubs in addition to their normal weapons in order to fight against cataphracts. This tactic is first mentioned in 272 AD, used by veteran local legions against the Palmyrans. It is also mentioned in two later battle accounts – used by Constantine at Turin (312 AD) and Constantius II at Singara (344 AD). In accordance with the *Field of Glory* design philosophy of classifying troops according to their primary fighting style, it is not treated as a separate capability but subsumed into the superior status of veteran legions.

Roman Legionary

Equites Illyricani may have been unarmoured light horse with javelins, or may have been conventional armoured equites – we allow for both possibilities.

Horseman of the Equites Illyricani

DOMINATE ROMAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Legiones comitatenses	3 BGs	Each comprising 6 bases of legionaries: 4 bases of Average, Armoured, Drilled Heavy Foot – Impact Foot, Swordsmen and 2 bases of Average, Unprotected, Drilled Light Foot - Bow
Auxilia palatina	2 BGs	Each comprising 6 bases of auxiliaries: Superior, Protected, Drilled Medium or Heavy Foot – Light Spear, Swordsmen
Equites catafractarii	1 BG	4 bases of equites catafractarii: Superior, Heavily Armoured, Drilled Cataphracts – Lancers, Swordsmen
Equites	1 BG	4 bases of equites: Average, Armoured, Drilled Cavalry – Light Spear, Swordsmen
Equites sagittarii	1 BG	4 bases of equites sagittarii: Average, Unprotected, Drilled Light Horse – Bow
Hunnic mercenaries	1 BG	4 bases of Huns: Superior, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Slingers	1 BG	4 bases of slingers: Poor, Unprotected, Undrilled Light Foot – Sling
Camp	1	Unfortified camp
Total	10 BGs	Camp, 16 mounted bases, 34 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as equites.
- As usual, the whole of each battle group must be of the same quality grade, and all Heavy Foot or Medium Foot in a battle group must have the same armour grade and close combat capabilities.
- Where there is a choice of Medium Foot or Heavy Foot rating for auxiliary foot, this represents alternative interpretations of their historical function. All such auxiliaries must be rated the same.
- Excluding allied contingents, at least 1/2 of the army's battle groups must be of average or poor quality.
- Western armies cannot include more than one minimum-sized battle group of catafractarii or clibanarii, nor more than one minimum size battle group of auxiliary medium foot archers.
- Armenians or Arabs cannot be used with Visigoths.

Roman Commander

DOMINATE ROMAN

Territory Types: Agricultural, Developed, Hilly, Woodlands

C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0–2		
	Troop Commander						35	0–3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG		Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Field army legionaries	Heavy Foot	Protected	Superior	Drilled	–	Impact Foot, Skilled Swordsmen	11	⅔ or all	6–12	6–36
		Armoured					14			
	Heavy Foot	Protected	Superior	Drilled	–	Light Spear, Swordsmen	9			
		Armoured					12			
	Light Foot	Unprotected	Superior	Drilled	Bow	–	6	⅓ or 0		
	Heavy Foot	Protected	Average	Drilled	–	Impact Foot, Swordsmen	8	⅔ or all	6–12	
		Armoured					10			
	Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7			
		Armoured					9			
	Light Foot	Unprotected	Average	Drilled	Bow	–	5	⅓ or 0		
Field army auxiliaries	Medium or Heavy Foot	Protected	Superior	Drilled	–	Light Spear, Swordsmen	9	⅔ or all	4–9	6–36
		Armoured					12			
	Light Foot	Unprotected	Superior	Drilled	Bow	–	6	⅓ or 0		
	Medium or Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	⅔ or all	4–9	
		Armoured					9			
	Light Foot	Unprotected	Average	Drilled	Bow	–	5	⅓ or 0		

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EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI
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Limitanei legionaries		Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	4–8	0–16
				Poor				5		
Limitanei auxiliaries		Medium or Heavy Foot	Protected	Poor	Drilled	–	Light Spear, Swordsmen	5	4–8	
Equites		Cavalry	Armoured	Superior	Drilled	–	Light Spear, Swordsmen	17	4–6	0–12	8–24
				Average				13		
				Poor				10		
Equites Illyricani etc.		Light Horse	Unprotected	Superior	Drilled	Javelins	Light Spear	9	4–6	0–8	
				Average				7		
				Poor				5		
Equites Catafractarii or Clibanarii		Cataphracts	Heavily Armoured	Superior	Drilled	–	Lancers, Swordsmen	20	4–6	0–8	
				Average				16		
				Poor				13		
Equites Sagittarii		Light Horse	Unprotected	Superior	Drilled	Bow	–	10	4–6	0–8	
				Average				8		
				Poor				6		
Equites Alani, Taifali, Sciri or Theodosiaci	Only from 380	Cavalry	Armoured	Superior	Drilled	–	Lancers, Swordsmen	17	4–6	0–6	
Auxiliary archers in all-archer units		Medium Foot	Unprotected	Superior	Drilled	Bow	–	7	4–6	0–8	
			Unprotected	Average				6			
			Unprotected	Poor				4			
			Protected	Superior				9			
			Protected	Average				7			
			Protected	Poor				5			
Light bolt-shooters		Light Artillery	–	Average	Drilled	Light Artillery	–	17	2	0–6	
Heavy bolt-shooters or stone-throwers		Heavy Artillery	–	Average	Drilled	Heavy Artillery	–	20	2		
Fortified camp								24		0–1	
Optional Troops											
Javelinmen		Light Foot	Unprotected	Superior	Drilled	Javelins	Light Spear	5	4	0–4	
				Average				4			
				Poor				2			
Slingers		Light Foot	Unprotected	Superior	Drilled	Sling	–	5	4		
				Average				4			
				Poor				2			
Archers		Light Foot	Unprotected	Superior	Drilled	Bow	–	6	4		
				Average				5			
				Poor				3			
City militia, laeti etc.		Medium Foot	Protected	Poor	Undrilled	–	Light Spear	3	4–6	0–6	
Alan or Hunnic mercenaries	Only from 389	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	0–6	
				Average				10			
		Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12			
			Unprotected	Average				10			
			Protected	Superior				14			
			Protected	Average				11			
Allies											
Only Western armies											
Alan allies – Early Alan											
Frankish allies – Early Frankish, Alamanni, Burgundi, Limigantes, Rugian, Suebi or Turcilingi											
Later Visigothic allies – See Field of Glory Companion 7: *Decline and Fall: Byzantium at War*											
Only Eastern armies											
Arab allies – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*											
Armenian allies (Only before 364) – Middle Armenian											
Early Visigothic allies – Early Visigothic or Early Vandal											

DOMINATE ROMAN ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG		Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat				
Field army legionaries	Heavy Foot	Protected	Superior	Drilled	–	Impact Foot, Skilled Swordsmen	11	⅓ or all	4–12	4–12
		Armoured					14			
	Heavy Foot	Protected	Superior	Drilled	–	Light Spear, Swordsmen	9			
		Armoured					12			
	Light Foot	Unprotected	Superior	Drilled	Bow	–	6	⅓ or 0		
	Heavy Foot	Protected	Average	Drilled	–	Impact Foot, Swordsmen	8	⅓ or all	4–12	
		Armoured					10			
	Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7			
		Armoured					9			
	Light Foot	Unprotected	Average	Drilled	Bow	–	5	⅓ or 0		
Field army auxiliaries	Medium or Heavy Foot	Protected	Superior	Drilled	–	Light Spear, Swordsmen	9	⅓ or all	4–9	4–12
		Armoured					12			
	Light Foot	Unprotected	Superior	Drilled	Bow	–	6	⅓ or 0		
	Medium or Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	⅓ or all	4–9	
		Armoured					9			
	Light Foot	Unprotected	Average	Drilled	Bow	–	5	⅓ or 0		
Limitanei legionaries	Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	4–6		0–6
			Poor				5			
Limitanei auxiliaries	Medium or Heavy Foot	Protected	Poor	Drilled	–	Light Spear, Swordsmen	5	4–6		
Equites	Cavalry	Armoured	Superior	Drilled	–	Light Spear, Swordsmen	17	4	0–4	4–8
			Average				13			
			Poor				10			
Equites Illyricani etc.	Light Horse	Unprotected	Superior	Drilled	Javelins	Light Spear	9	4	0–4	
			Average				7			
			Poor				5			
Equites Catafractarii or Clibanarii	Cataphracts	Heavily Armoured	Superior	Drilled	–	Lancers, Swordsmen	20	4	0–4	
			Average				16			
			Poor				13			
Equites Sagittarii	Light Horse	Unprotected	Superior	Drilled	Bow	–	10	4	0–4	
			Average				8			
			Poor				6			
Equites Alani, Taifali, Sciri or Theodosiaci (Only from 380)	Cavalry	Armoured	Superior	Drilled	–	Lancers, Swordsmen	17	4	0–4	
Auxiliary archers in all-archer units	Medium Foot	Unprotected	Superior	Drilled	Bow	–	7	4	0–4	
		Unprotected	Average				6			
		Unprotected	Poor				4			
		Protected	Superior				9			
		Protected	Average				7			
		Protected	Poor				5			
Light bolt-shooters	Light Artillery	–	Average	Drilled	Light Artillery	–	17	2		0–2
Heavy bolt-shooters or stone-throwers	Heavy Artillery	–	Average	Drilled	Heavy Artillery	–	20	2		

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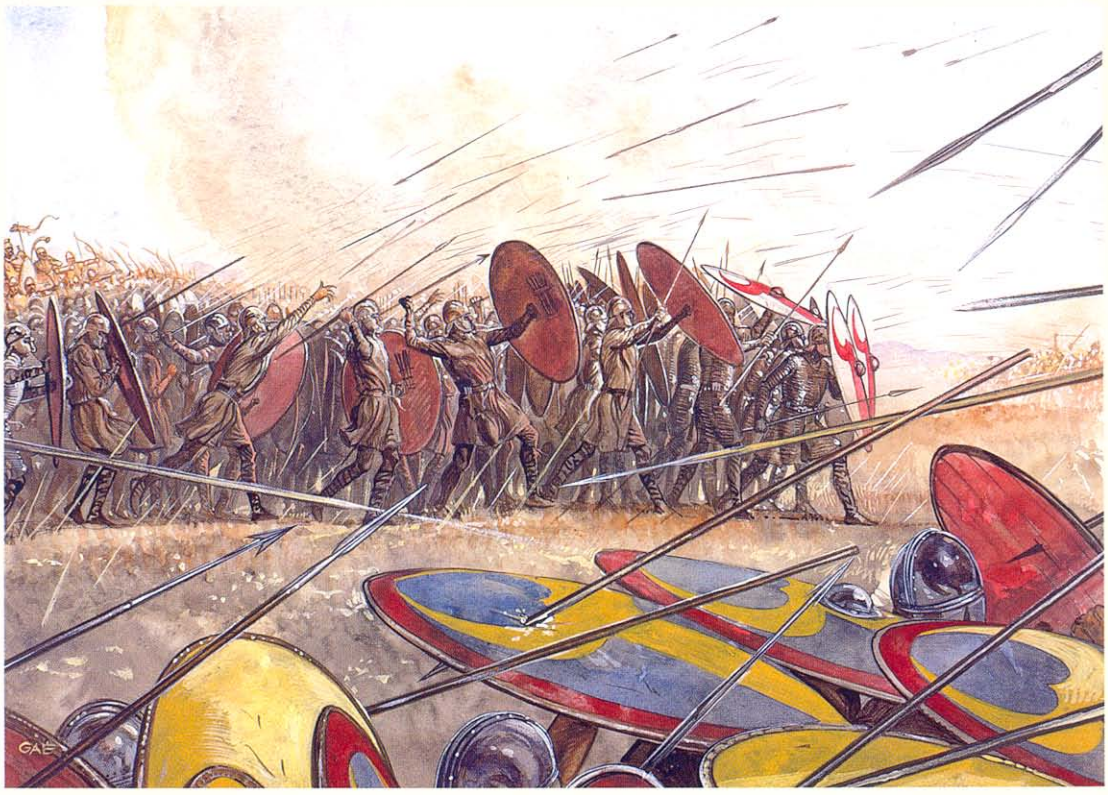

The Battle of Strasbourg, AD 357, by Gerry Embleton. Taken from Warrior 9: Late Roman Infantryman AD 236–565.

FOEDERATE ROMAN

This list covers Imperial Roman armies from c.425 AD to 493 AD when the Ostrogoths defeated Odoacer's foederate army in Italy.

TROOP NOTES

This was the period of maximum dependence on "barbarian" foederati to replace the declining native Roman troops. Equites Illyricani may have been unarmoured light horse with javelins, or may have been conventional armoured equites – we allow for both possibilities. Some time in the second half of the 5th century, Roman cavalry was re-equipped with bows under the influence of Hunnic equipment and tactics.

Foederati Foot

FOEDERATE ROMAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Equites	2 BGs	4 bases of equites: Superior, Armoured, Drilled Cavalry – Bow, Swordsmen
Equites sagittarii	1 BG	4 bases of equites sagittarii: Average, Unprotected, Drilled Light Horse – Bow
Hunnic mercenaries	1 BG	4 bases of Huns: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Foederati foot	2 BGs	Each comprising 8 bases of foederati foot: Average, Protected, Undrilled Heavy Foot – Impact Foot, Swordsmen
Legionaries	1 BG	9 bases of legionaries: 6 bases of Average, Protected, Drilled Heavy Foot – Light Spear, Swordsmen and 3 bases of Average, Unprotected, Drilled Light Foot – Bow
Auxiliaries	2 BGs	Each comprising 6 bases of auxiliaries: 4 bases of Average, Protected, Drilled Medium or Heavy Foot – Light Spear, Swordsmen and 2 bases of Average, Unprotected, Drilled Light Foot – Bow
Slingers	1 BG	4 bases of slingers: Poor, Unprotected, Undrilled Light Foot – Sling
Camp	1	Unfortified camp
Total	10 BGs	Camp, 16 mounted bases, 41 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as equites.
- As usual, the whole of each battle group must be of the same quality grade, and all Heavy Foot or Medium Foot in a battle group must have the same armour grade and close combat capabilities.
- Where there is a choice of Medium Foot or Heavy Foot rating for auxiliary foot, this represents alternative interpretations of their historical function. All such auxiliaries must be rated the same.
- Excluding foederati, Isaurians and allied contingents, at least 2/3 of the army's battle groups must be of average or poor quality.
- Western armies cannot include more than one minimum-sized battle group of catafractarii or clibanarii.
- Arab allies cannot be used with other allies.

Roman Exculcator

Roman Auxiliary

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EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN
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Roman officer, (right), 5th century AD, by Angus McBride. Taken from Men-at-Arms 154: Arthur and the Anglo-Saxon Wars.

FOEDERATE ROMAN

Territory Types: Agricultural, Developed, Hilly, Woodlands

C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders		Field Commander						50	0–2		
		Troop Commander						35	0–3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Foederati cavalry		Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6		0–24	8–48
Foederati foot		Heavy Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12		0–36	
Isaurians	Only eastern armies after 466	Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8		8–32	
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4				
Auxiliaries		Medium or Heavy Foot	Protected	Superior	Drilled	–	Light Spear, Swordsmen	9	⅔ or all	4–9	6–24	
		Light Foot	Unprotected	Superior	Drilled	Bow	–	6	⅓ or 0			
		Medium or Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	⅔ or all	4–9		
		Light Foot	Unprotected	Average	Drilled	Bow	–	5	⅓ or 0			
		Medium or Heavy Foot	Protected	Poor	Drilled	–	Light Spear, Swordsmen	5	⅔ or all	4–9		
		Light Foot	Unprotected	Poor	Drilled	Bow	–	3	⅓ or 0			
Equites		Cavalry	Armoured	Superior	Drilled	–	Light Spear, Swordsmen	17	4–6		0–6	4–20
				Average				13				
				Poor				10				
Equites Illyricani etc.		Light Horse	Unprotected	Superior	Drilled	Javelins	Light Spear	9	4–6		0–6	
				Average				7				
				Poor				5				
Equites Catafractarii or Clibanarii		Cataphracts	Heavily Armoured	Superior	Drilled	–	Lancers, Swordsmen	20	4–6		0–6	
				Average				16				
				Poor				13				
Equites Sagittarii		Light Horse	Unprotected	Superior	Drilled	Bow	–	10	4–6		0–6	
				Average				8				
				Poor				6				
Equites Alani, Taifali, Sciri, Theodosiaci or similar		Cavalry	Armoured	Superior	Drilled	–	Lancers, Swordsmen	17	4–6		0–6	
				Average				13				
Equites re-equipped as armoured horse archers	Only after 450	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6		0–12	
				Average				15				
Optional Troops												
Legionaries		Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	⅔ or all	6–12	0–18	
		Light Foot	Unprotected	Average	Drilled	Bow	–	5	⅓ or 0			
		Heavy Foot	Protected	Poor	Drilled	–	Light Spear, Swordsmen	5	⅔ or all	6–12		
		Light Foot	Unprotected	Poor	Drilled	Bow	–	3	⅓ or 0			
Auxiliary archers in all-archer units		Medium Foot	Unprotected	Average	Drilled	Bow	–	6	4–6		0–6	
				Poor				4				

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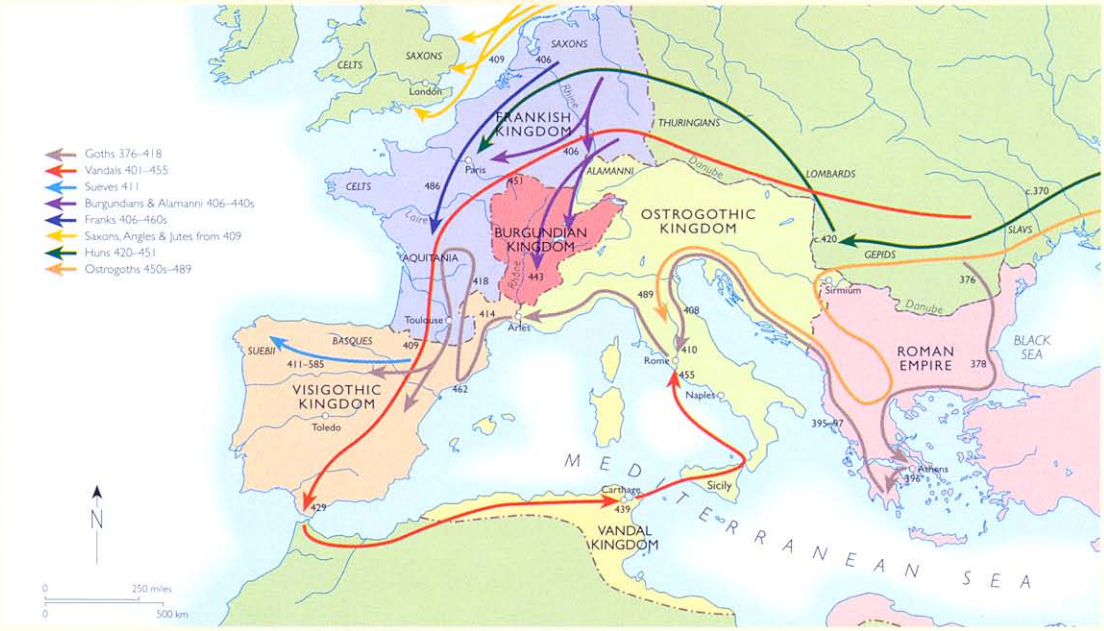
Exculcatores	Light Foot	Unprotected	Superior	Drilled	Javelins	Light Spear	5	4	0–4
		Unprotected	Average				4		
		Unprotected	Poor				2		
		Protected	Superior				7		
		Protected	Average				5		
		Protected	Poor				3		
Slingers	Light Foot	Unprotected	Average	Drilled	Sling	–	4	4	
			Poor				2		
Alan or Hunnic mercenaries	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	0–6
			Average				10		
	Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12		
		Unprotected	Average				10		
		Protected	Superior				14		
		Protected	Average				11		
Bolt-shooters or stone-throwers	Heavy Artillery	–	Average	Drilled	Heavy Artillery	–	20	2	0–4
Field defences	Field Fortifications						3		0–12
Fortified camp							24		0–1
Allies									
Hunnic allies – Western Hunnic									
Only Western armies									
Alan allies – Early Alan									
Armorican allies									
Burgundian or Frankish allies – Early Frankish, Alamanni, Burgundi, Limigantes, Rugian, Suebi or Turcilingi									
Later Visigothic allies – See Field of Glory Companion 7: *Decline and Fall: Byzantium at War*									
Only Eastern armies									
Arab allies – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*									
Ostrogothic allies – Early Ostrogothic, Herul, Sciri or Taifali									

The disintegration of the West. Taken from Essential Histories 21: Rome at War AD 293–696.



KUSHAN OR INDO-SKYTHIAN

This list covers the Bactrian and Indian kingdoms of the Sakae, Yue-Chi and Kushans.

The Yue-Chi took over the Graeco-Bactrian kingdom c.130 BC. The Graeco-Bactrian kings retreated to their territories in north-west India.

Driven south by the advancing Yue-Chi, several Sakae tribes also moved into India where they formed a number of "Indo-Skythian" kingdoms which co-existed in rivalry with Indo-Greek and native Indian kingdoms. They overthrew the last Indo-Greek king, Strato II, c.10 AD. After the Kushan conquest (see below) the Indo-Skythian Western Satraps (Western Kshatrapas) continued to rule in west central India, possibly as vassals of the Kushans, until c.400 AD when they were conquered by the Gupta emperor Chandragupta II.

Indian Javelinman

The Yue-Chi began to encroach on India around 70 BC, taking over most of the western Indo-Greek kingdom. The Kushans were one of the five noble clans of the Yue-chi. By 1 AD they had achieved dominance over the other clans, the first ruler proclaiming himself as Kushan being Heraios I (1–30 AD). Territorial expansion continued, and at its height (c.105 AD–240 AD) the Kushan Empire included modern Tajikistan, Afghanistan, Pakistan and much of northern India. C.240 AD, its western territories were lost to the Sassanid Persians. In the 4th century its eastern territories were conquered by the expanding Gupta Empire. In the late 4th or early 5th century the successor Kidarite kingdom, under a Kushanized Chionite dynasty, took control of the remaining Kushan territories in north-west India and flourished briefly before falling to the Hephthalite Huns near the end of the 5th century.

TROOP NOTES

Armour for Indian infantry became more common in the 1st century AD, but evidence of determined swordsmanship is lacking.

KUSHAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cataphracts	2 BGs	Each comprising 4 bases of cataphracts: Superior, Heavily Armoured, Undrilled Cataphracts – Lancers, Swordsmen
Horse archers	3 BGs	Each comprising 4 bases of horse archers: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Elephants	2 BGs	Each comprising 2 bases of elephants: Average, Undrilled Elephants
Foot archers	1 BG	8 bases of foot archers: Average, Unprotected, Undrilled Light Foot – Bow
Indian archers	1 BG	8 bases of Indian archers: Average, Protected, Undrilled Medium Foot – Bow
Indian cavalry	1 BG	4 bases of Indian cavalry: Average, Unprotected, Undrilled Cavalry – Light Spear
Camp	1	Unfortified camp
Total	9 BGs	Camp, 28 mounted bases, 16 foot bases, 3 commanders

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EARLY ALAN
JEWISH REVOLT
CALEDONIAN
EARLY PICTISH
SASSANID PERSIAN
EARLY VISIGOTHIC OR EARLY VANDAL
PALMYRAN
EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI
EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN
EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALI
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Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts.

KUSHAN OR INDO-SKYTHIAN										
Territory Types: Agricultural, Hilly, Woodlands, Steppes										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Cataphracts		Cataphracts	Heavily Armoured	Superior	Undrilled	–	Lancers, Swordsmen	18	4–6	6–16
Horse archers		Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	12–72
		Light Horse	Unprotected	Average	Undrilled	Bow	–	8		
Elephants		Elephants	–	Average	Undrilled	–	–	25	2	0–6
Indian cavalry		Cavalry	Unprotected	Average	Undrilled	–	Light Spear	6	4–6	0–6
			Unprotected	Poor				4		
			Protected	Average				7		
			Protected	Poor				5		
Indian archers	Only before 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	6–8	6–16
				Poor				4		
	Only from 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
				Poor				3		
			Protected	Average	Undrilled	Bow	–	6		
				Poor				4		
Indian javelinmen		Medium Foot	Protected	Average	Undrilled	–	Light Spear, Swordsmen	6	4–6	0–6
				Poor				4		
Optional Troops										
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–8
Remnant Bactrian Greeks	Only before 25 AD	Heavy Foot	Protected	Poor	Drilled	–	Pikemen	4	8	0–12
Spearmen		Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8	
Swordsmen		Medium Foot	Protected	Average	Undrilled	–	Swordsmen	6	6–8	
Mountain cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0–4
Fortified camp								24		0–1
Allies										
Only Kushans										
Chionite Hunnic allies (Only from 300 AD)										
Parthian rebel allies (Only before 228 AD) – Parthian – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Indo-Skythian allies – Kushan or Indo-Skythian										

KUSHAN OR INDO-SKYTHIAN ALLIES

Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Cataphracts		Cataphracts	Heavily Armoured	Superior	Undrilled	–	Lancers, Swordsmen	18	4–6	4–6
Horse archers		Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	4–16
		Light Horse	Unprotected	Average	Undrilled	Bow	–	8		
Elephants	Only from 100 BC	Elephants	–	Average	Undrilled	–	–	25	2	0–2
Indian archers	Only before 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	6	0–6
				Poor				4		
	Only from 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6	
				Poor				3		
			Protected	Average	Undrilled	Bow	–	6		
				Poor				4		

Indian Elephant with troops in support

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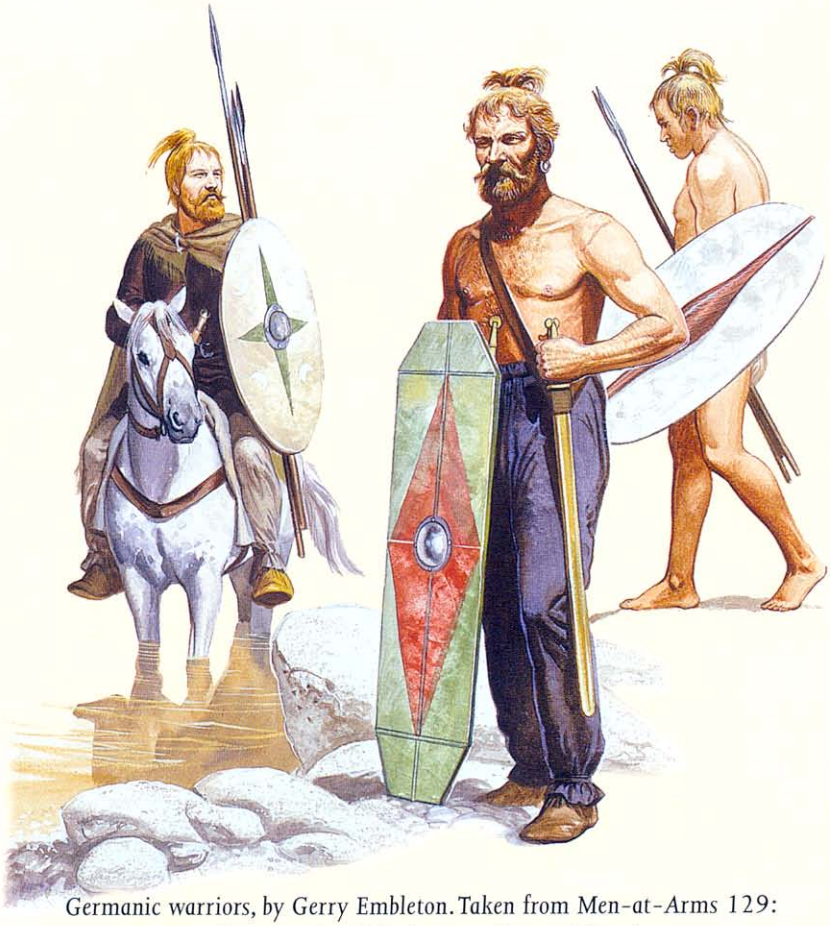
EARLY GERMAN

In the 1st century BC, the Romans conquered Gaul and came into conflict with the German tribes. After a long period of warfare, including the famous massacre of three legions by the German tribes under Arminius (Hermann) at the Teutoberger Wald in 9 AD, the Roman frontier was firmly established on the line of the Rhine and Danube. Later in the century, the Romans conquered the Rhine-Danube salient, straightening out the frontier, and built a line of forts and watch-towers (the Limes Germanicus) to hold the new frontier. The free tribes continued to put pressure on the frontier, especially during the Marcomannic Wars of the 2nd century. C.260 the Romans were forced to abandon the Rhine-Danube salient and thereafter the frontier remained along the two rivers.

This list covers the Germanic tribes from the end of the 2nd century BC until c.260 AD.

Marcomannic Warrior



Germanic warriors, by Gerry Embleton. Taken from Men-at-Arms 129: Rome's Enemies (1) Germanics and Dacians.

TROOP NOTES

The main strength of the German tribes lay in their infantry, who fought in close formation with javelins and hand weapons. The front ranks sometimes carried long spears. Although in the earlier part of the period swords were relatively rare, German warriors were clearly able to hold their own in hand-to-hand combat. In our view, their overall historical performance is best represented by classification as impact foot, swordsmen.

EARLY GERMAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cavalry	2 BGs	Each comprising 4 bases of cavalry: Superior, Protected, Undrilled Cavalry – Light Spear, Swordsmen
Warriors	5 BGs	Each comprising 8 bases of warriors: Average, Protected, Undrilled Heavy Foot – Impact Foot, Swordsmen
Javelinmen	2 BGs	Each comprising 8 bases of javelinmen: Average, Unprotected, Undrilled Light Foot – Javelins, Light Spear
Archers	1 BG	8 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	10 BGs	Camp, 8 mounted bases, 64 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Unless the C-in-C is of the same tribe, troops only permitted to a certain tribe can only be fielded under the command of an ally general of that tribe.
- All of an allied general's troops must be of the same tribe.
- A German allied general's contingent must conform to the Early German allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Batavian auxiliary deserter foot must be all Medium Foot or all Heavy Foot.

Tribal Warrior

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EARLY GERMAN

Territory Types: Woodlands

C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander/Troop Commander						50/35	0–2	
German allied commanders		Field Commander/Troop Commander						40/25	0–2	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Cavalry	Tencteri	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4–6	0–12
	Other tribes	Cavalry	Protected	Superior	Undrilled	–	Light Spear, Swordsmen	12		
Warriors	Batavians or Cherusci	Medium Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	24–136
	Other tribes	Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–16
Optional Troops										
Sarmatians	Only after 25 AD	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4	0–4
Fortified camp								24		0–1
Allies										
Gallic allies (Only before 101 BC) – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Special Campaigns										
Civilis's Batavian Revolt against the Romans in 69 AD										
Batavian auxiliary deserter cavalry		Cavalry	Armoured	Average	Drilled	–	Light Spear, Swordsmen	13	4	4
				Superior				17		
Batavian auxiliary deserter foot		Medium or Heavy Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9	4–6	6–18
Bolt-shooters		Light Artillery	–	Average	Drilled	Light Artillery	–	17	2	0–2
		Heavy Artillery	–	Average	Drilled	Heavy Artillery	–	20		

EARLY GERMAN ALLIES

Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Tencteri	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0–4
	Other tribes	Cavalry	Protected	Superior	Undrilled	–	Light Spear, Swordsmen	12		
Warriors	Batavians or Cherusci	Medium Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	8–36
	Other tribes	Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	4	0–4
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4–6	0–6

ANCIENT BRITISH

The Romans under Julius Caesar landed forces in Britain in 55 and 54 BC, but made no lasting conquest at that time.

In 43 AD the Emperor Claudius launched a full-scale invasion of Britain under Aulus Plautius. The invasion force consisted of four legions (Legio II Augusta, Legio IX Hispana, Legio XIV Gemina and Legio XX Valeria Victrix) plus a roughly equal number of auxiliaries, the total force amounting to perhaps 40,000 men. The British were defeated in a number of battles and skirmishes, and the south of Britain was rapidly conquered.

Over succeeding decades the Romans moved west into modern Wales. In 61 AD, the governor Suetonius Paulinus brutally suppressed the druidic centre on Anglesey. Meanwhile, Queen Boudicca of the Iceni, incensed at outrages perpetrated by Roman officials (she was flogged and her daughters raped), revolted. She sacked Roman Camulodunum (now known as Colchester) and routed the Legio IX Hispana. She then went on to burn Londinium (London) and Verulamium (St Albans) before being decisively defeated by Suetonius Paulinus at the Battle of Watling Street.

Cassivellaunus in his Chariot

In 57 and 69 AD, Cartimandua, Queen of the Brigantes sought and obtained Roman aid against her ex-husband Venutius, who was in revolt. Petillius Cerialis finally defeated Venutius near Stanwick c.70 AD, bringing the Brigantes and Parisii into the Empire.

The Silures in south Wales were finally conquered by Julius Frontinus c.76 AD, the Ordovices in north Wales by Julius Agricola in 78 AD. Agricola then moved north into Scotland, defeating the Caledones at Mons Graupius in 84 AD. Scotland, however, was never fully conquered, with the Romans building Hadrian's Wall (constructed from c.122 to 130 AD) to keep the northern tribes at bay.

This list covers Ancient British armies south of the Clyde from the mid-1st century BC until the late 1st century AD, when the Roman conquest was largely complete.

TROOP NOTES

The lowland British tribes made much use of their extremely manoeuvrable light chariots, which drove rapidly about the battlefield inspiring terror in the enemy. Their cavalry were lighter than their Gallic equivalents, but were ideal for operating in close cooperation with the chariots. However, the bulk of most armies consisted of foot. Most of these charged fiercely with javelin and sword, but large numbers of slingers could also be fielded, particularly by the south-western tribes. In 54 BC, after an initial defeat, Cassivellaunus sent most of his infantry home and fought a guerrilla campaign against Caesar using his 4,000 charioteers.

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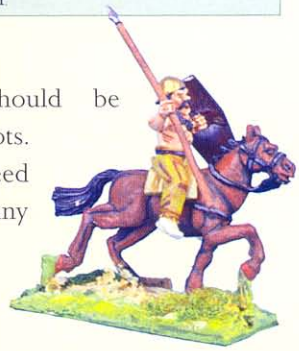
British Chariot Warrior, by Wayne Reynolds. Taken from Warrior 30: Celtic Warrior 300 BC – AD 100.

ANCIENT BRITISH STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Chariots	3 BGs	Each comprising 4 bases of chariots: Superior, Undrilled Light Chariots – Light Spear
Cavalry	2 BGs	Each comprising 4 bases of cavalry: Average, Unprotected, Undrilled Light Horse – Javelins, Light Spear
Warriors	3 BGs	Each comprising 8 bases of warriors: Average, Protected, Undrilled Medium Foot – Impact Foot, Swordsmen
Slingers	3 BGs	Each comprising 6 bases of slingers: Average, Unprotected, Undrilled Light Foot – Sling
Camp	1	Unfortified camp
Total	11 BGs	Camp, 20 mounted bases, 42 foot bases, 3 comr

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots.
- Roman allies need not include any legionaries.



Cavalryman

Celtic light infantry, by Angus McBride. Taken from Men-at-Arms 158:
Rome's Enemies (2) Gallic and British Celts.

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ANCIENT BRITISH									
Territory Types: Agricultural, Hilly, Woodlands									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Chariots	Light Chariots	–	Superior	Undrilled	–	Light Spear	15	4–6	0–32
Cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4–6	4–16
Warriors	Medium Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12	*24–96
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	–	4	6–8	0–40
Youths with javelins	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–18
Optional Troops									
Elite warriors	Medium Foot	Protected	Elite	Undrilled	–	Impact Foot, Swordsmen	11	6–8	0–8
			Superior				9		
Families	Mob	Unprotected	Poor	Undrilled	–	–	2	8–12	0–12
Fortified camp							24		0–1
Allies									
Roman Allies – Principate Roman									
Special Campaigns									
Cassivellaunus in 54 BC									
After Cassivellaunus sends home most of his infantry, the minimum marked * does not apply, but at least 16 bases of chariots must be used, excluding commanders. Roman allies cannot be used.									

EARLY SCOTS-IRISH

This list covers Irish (Scotti) armies from the mid-1st century BC until the later 5th century AD. They were known to the Romans mainly as raiders of Roman Britain. At home they frequently engaged in inter-clan strife.

TROOP NOTES

Most Irish warriors used very small shields, suitable only for parrying, but a larger shield was favoured in Ulster.

EARLY SCOTS-IRISH (ULSTER) STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Chariots	4 BGs	Each comprising 4 bases of chariots: Superior, Undrilled Light Chariots – Light Spear
Warriors	4 BGs	Each comprising 8 bases of warriors: Average, Protected, Undrilled Medium Foot – Light Spear, Swordsmen
Javelinmen	2 BGs	Each comprising 6 bases of javelinmen: Average, Unprotected, Undrilled Light Foot – Javelins, Light Spear
Camp	1	Unfortified camp
Total	10 BGs	Camp, 16 mounted bases, 44 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots or warriors.

Irish Commander

EARLY SCOTS-IRISH										
Territory Types: Agricultural, Hilly, Woodlands										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Chariots		Light Chariots	–	Superior	Undrilled	–	Light Spear	15	4–6	0–24
Warriors	Ulster	Medium Foot	Protected	Average	Undrilled	–	Light Spear, Swordsmen	6	6–12	24–132
	Rest of Ireland	Medium Foot	Unprotected	Average	Undrilled	–	Light Spear, Swordsmen	5		
Javelin skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	6–24
Attecotti warriors										
Medium Foot		Protected	Superior	Undrilled	–	Impact Foot,	Swordsmen	9	6–12	0–12
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	–	4	4	0–4
Barricades within woods		Field Fortifications						3		0–12

EARLY SCOTS-IRISH ALLIES										
Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots		Light Chariots	–	Superior	Undrilled	–	Light Spear	15	4–6	0–8
Warriors	Ulster	Medium Foot	Protected	Average	Undrilled	–	Light Spear, Swordsmen	6	6–12	8–36
	Rest of Ireland	Medium Foot	Unprotected	Average	Undrilled	–	Light Spear, Swordsmen	5		
Javelin skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4–8	4–8

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Caledonian tribesman, by Wayne Reynolds. Taken from Warrior 30: Pictish Warrior AD 297–841.

DACIAN OR CARPI

The ancient region of Dacia corresponded to modern Romania and Moldova, with parts of Bulgaria, Hungary and the Ukraine. From 85 to 106 AD, the Romans fought a series of wars against the Dacians, resulting in the eventual conquest of the kingdom by the Emperor Trajan. This conquest is commemorated in detail on Trajan's Column in Rome and also on the Tropaeum Traiani at Adamclisi, Romania.

This list covers Dacian armies from the 1st Century BC until the Roman conquest in 106 AD, and the remnant Carpi from then until the late 4th century.

TROOP NOTES

The falx had a curved blade attached to a shaft, the sharp edge being on the concave side of the blade. It came in one-handed and two-handed versions. The one handed-version was used instead of a normal sword. We assume that those using the murderous two-handed falx must have been something of an elite, dispensing with the protection of a shield to create mayhem and fear amongst their enemies. They may or may not have formed up in separate units from the javelinmen. A battle group graded as falxmen is assumed to have a high proportion of two-handed falxmen.

Bastarnae Falxmen

DACIAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cavalry	1 BG	4 bases of cavalry: Average, Unprotected, Undrilled Light Horse – Javelins, Light Spear
Bastarnae cavalry	1 BG	4 bases of Bastarnae cavalry: Superior, Protected, Undrilled Cavalry – Light Spear, Swordsmen
Falxmen	2 BGs	Each comprising 8 bases of falxmen: Superior, Unprotected, Undrilled Medium Foot – Heavy Weapon
Javelinmen	3 BGs	Each comprising 10 bases of javelinmen: Average, Protected, Undrilled Medium Foot – Impact Foot, Swordsmen
Archers	2 BGs	Each comprising 8 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	9 BGs	Camp, 8 mounted bases, 62 foot bases, 3 commanders

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Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.

Dacian Warrior

Dacian warriors, by Gerry Embleton. Taken from Men-at-Arms 129: Rome's Enemies (1) Germanics and Dacians.

DACIAN OR CARPI

Territory Types: Agricultural, Hilly, Woodlands, Mountains

C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4–6	0–6
Dacian, Carpi or Bastarnae falxmen		Medium Foot	Unprotected	Superior	Undrilled	–	Heavy Weapon	7	6–8	6–24
Javelinmen		Medium Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12	20–112
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	6–24
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
Skirmishing javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–16
Optional Troops										
Bastarnae cavalry	Only before 107 AD	Cavalry	Protected	Superior	Undrilled	–	Light Spear, Swordsmen	12	4	0–4
Captured Roman bolt-shooters	Only before 107 AD	Light Artillery	–	Average	Undrilled	Light Artillery	–	15	2	0–2
		Heavy Artillery	–	Average	Undrilled	Heavy Artillery	–	20		
Allies										
Sarmatian allies – (Only before 107 AD) – Later Sarmatian										

DACIAN OR CARPI ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0–4
Dacian, Carpi or Bastarnae falxmen	Medium Foot	Unprotected	Superior	Undrilled	–	Heavy Weapon	7	6–8	0–8
Javelinmen	Medium Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12	8–36
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–8
	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
Skirmishing javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4–6	0–6

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EMESAN ALLIES

This list covers allied contingents supplied by the Priest Kings of Emesa in Syria from 25 BC until 73 AD when the Priest Kings ceased to have anything but ceremonial authority.

- Commanders should be depicted as cataphracts.

EMESAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cataphracts	Cataphracts	Heavily Armoured	Superior	Drilled	–	Lancers, Swordsmen	20	4	0–4
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	–	8	4–6	4–8
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	6–24
	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–8
	Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8	

LATER SARMATIAN

This list covers the Sarmatian tribes (notably the Iazyges and Rhoxolani) bordering on the Danube frontier of the Roman Empire from the 1st century AD until the late 4th century, excluding the Alans who have their own list.

TROOP NOTES

The main strength of Sarmatian armies was their cavalry. Although equipped with bow, they preferred to charge with lance. A high proportion wore scale armour for man and horse, sometimes met more often horn or lacquered leather. Foot troops were supplied by subject nations.

Sarmatian Cavalryman

LATER SARMATIAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cavalry	5 BGs	Each comprising 4 bases of cavalry: Superior, Armoured, Undrilled Cavalry – Lancers, Swordsmen
Scouts	2 BGs	Each comprising 4 bases of scouts: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Archers	2 BGs	Each comprising 6 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Peasant levy	1 BG	10 bases of peasants: Poor, Unprotected, Undrilled Mob – No capabilities.
Camp	1	Unfortified camp
Total	10 BGs	Camp, 28 mounted bases, 22 foot bases, 3 commanders

Sarmatian duel, by Gerry Embleton. Taken from Men-at-Arms 373: The Sarmatians 600 BC – AD 450.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Only one allied contingent can be used.

LATER SARMATIAN									
Territory Types: Agricultural, Steppes									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Cavalry	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	12–64
Scouts	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	0–8
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
Optional Troops									
Peasant levy	Mob	Poor	Undrilled	Unprotected	–	–	2	8–12	0–12
Allies									
Alan allies – Early Alan									
Limigantes subject allies – Early Frankish, Alamanni, Burgundi, Limigantes, Quadi, Rugii, Suebi or Turcilingi									
Quadi allies – Early Frankish, Alamanni, Burgundi, Limigantes, Quadi, Rugii, Suebi or Turcilingi									
Taifali allies – Early Ostrogothic, Herul, Sciri or Taifali									

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LATER SARMATIAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	4–18
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	4	0–4

Sarmatian armoured lancer with Greco-Dacian prisoner, by Gerry Embleton. Taken from Men-at-Arms 373: The Sarmatians 600 BC – AD 450.

EARLY ALAN

The Alans were a Sarmatian tribe who, by the early 1st century AD, had come to occupy the steppe north of the Caucasus Mountains. They were generally tall and fair-haired. Their descendants continue to inhabit the northern Caucasus to this day.

In the 2nd century, the Alans became a threat to the Black Sea provinces of the Roman Empire. In 135 AD, Arrian, the Roman governor of Cappadocia (in modern Turkey), repelled an Alan invasion. His account of his order of battle has survived. It involved deploying his two legions in depth, supported by missile troops in the rear ranks, in order to repel the fierce charge of the Alan cavalry.

In the second half of the 4th century, the Alans were defeated by the Huns. They divided into several groups, some of whom remained north of the Caucasus, subject to the Huns, while others migrated westwards with the Germanic tribes. One group joined the Vandals and Suebi, crossing the frozen Rhine with them on December 31, 406 AD (an event dramatically recounted in Wallace Breem's epic novel *Eagle in the Snow*, which we highly recommend). From there, they migrated with the Vandals and Suebi to the Iberian Peninsula (modern Spain). In 418 AD, following the death of the Alan king in battle against the Visigoths, they accepted the Asding Vandal king Gunderic as their king. Many of them migrated to North Africa with the Vandals in 429 AD. The Vandal kings in Carthage (modern Tunis) styled themselves "King of the Vandals and Alans". A second group crossed the Rhine at the same time as the others, but settled in Gaul (modern France) with Roman permission. They took part on the Roman side under Aetius against Attila the Hun at the Battle of Chalons in 451 AD, following which Attila was forced to retreat. Aetius settled many of them in Armorica (modern Brittany).

It has also been postulated that other Alan groups may have mingled with Slavic tribes in central Europe to become the ancestors of the Serbs and Croats.

Those that stayed at home in the northern Caucasus were subject variously to the Huns, the Avars, the Bulgars and the Khazars, eventually reasserting their independence following the collapse of the Khazar Kaghanate in the mid-10th century. Thereafter the Kingdom of Alania was frequently allied to the Byzantines and Georgians – see our companion volume Field of Glory Companion 4: *Swords and Scimitars: The Crusades*.

This list covers the Alans from the 1st century AD until their subjugation by the Khazars c.650.

EARLY ALAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Nobles	3 BGs	Each comprising 4 bases of nobles: Superior, Armoured, Undrilled Cavalry – Lancers, Swordsmen
Horse archers	6 BGs	Each comprising 4 bases of horse archers: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Foot archers	1 BG	8 bases of foot archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	10 BGs	Camp, 36 mounted bases, 8 foot bases, 3 commanders

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Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.

EARLY ALAN									
Territory Types: Steppes									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Nobles	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	0–30
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	16–64
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		
Optional Troops									
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
Fortified camp							24		0–1

EARLY ALAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	0–12
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	6–18
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		

JEWISH REVOLT

This list covers the armies of the Jewish revolts against the Romans from 66 to 73 AD and from 132 to 135 AD.

The Great Revolt (66–73AD) was the culmination of rising tensions in Judaea since Roman annexation in 6 AD and attempted imposition of the cult of emperor-worship by Caligula in 39 AD, which led to the formation of the Zealot movement who believed that independence from Rome should be sought through violent means. The revolt was ultimately sparked off in 66 AD, in reaction to Greeks sacrificing birds in front of the synagogue in Caesarea. A successful attack on the Roman garrison of Jerusalem was followed by the ambush and defeat of the Legio XII Fulminata at Beth-Horon, with the capture of the legion's aquila.

The general Vespasian was appointed by the Emperor Nero to crush the rebellion with an army of 60,000 men. The revolt was soon defeated in the north of the country. The leaders fled to Jerusalem, where the fanatical Zealots and Sicarii executed the peace party and continued the revolt. In 69 AD, the "Year of the Four Emperors", after the death of Nero, Vespasian was declared emperor by his legions, and left for Rome, where he defeated Vitellius and gained the throne. He left his son Titus to complete the siege of Jerusalem. According to the historian Tacitus, 600,000 people were besieged in Jerusalem, men, women and children all taking part in the fighting. In 70 AD, the Romans finally captured the city. Most of the city, including the Second Temple, was destroyed and thousands of prisoners were crucified. Mopping up operations then followed, the final Jewish fortress, Masada, being captured in 73 AD. The defenders committed mass suicide rather than surrender.

The Bar Kokhba revolt (132–135 AD) was sparked by the Emperor Hadrian's plan to rebuild Jerusalem as a pagan city with a Temple of Jupiter on the site of the destroyed Second Temple and his banning of the practice of circumcision. In 132 AD, the revolt began, led by Simon Bar Kokhba, who was declared by the Sanhedrin to be the Messiah. A large Roman force was despatched to suppress the revolt. Fighting was fierce and the Romans suffered heavy losses, including the Legio XXII Deiotariana which was probably wiped out. The revolt was eventually crushed in 135 AD. The majority of the Jewish population of Judaea was either killed (580,000 according to the historian Dio Cassius), exiled or sold as slaves, and Jewish religious and political institutions were ruthlessly suppressed. The name of Judaea was officially abolished, becoming Syria Palaestina. Jerusalem was rebuilt as the Roman pagan city of Aelia Capitolina which Jews were forbidden to enter.

TROOP NOTES

We use the term "Zealot" loosely to include both the sect of that name and the Sicarii in the earlier rebellion, and similar fanatics in the later rebellion. Although most Jewish infantry fought with javelins and a long curved dagger rather than a sword, we class the Zealot warriors as equivalent to swordsmen because of their fanatical ferocity.

JEWISH REVOLT STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Zealot warriors	4 BGs	Each comprising 8 bases of Zealot warriors: Superior, Protected, Undrilled Medium Foot – Impact Foot, Swordsmen
Zealot archers	2 BGs	Each comprising 6 bases of Zealot archers: Superior, Unprotected, Undrilled Light Foot – Bow
Other archers	1 BG	8 bases of other archers: Average, Unprotected, Undrilled Light Foot – Bow
Other slingers	1 BG	8 bases of other slingers: Average, Unprotected, Undrilled Light Foot – Sling
Other rebels	2 BGs	Each comprising 12 bases of other rebels: Poor, Unprotected, Undrilled Medium Foot – Light Spear
Camp	1	Unfortified camp
Total	10 BGs	Camp, 84 foot bases, 3 commanders

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Herodian horse-archer, Nabatean camel soldier and Zealot "sicarius" by Angus McBride. Taken from Men-at-Arms 243: Rome's Enemies (5) The Desert Frontier.

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Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Zealot warriors or other rebels.
- Minima marked * only apply if any Zealots are used.
- Minima marked ** apply only if Josephus is present.

JEWISH REVOLT										
Territory Types: Agricultural, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0–2		
	Troop Commander						35	0–3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Zealot warriors	Medium Foot	Protected	Superior	Undrilled	–	Impact Foot, Swordsmen	9	6–12	*12–48	
Zealot archers	Light Foot	Unprotected	Superior	Undrilled	Bow	–	6	6–8	*6–20	
	Medium Foot	Unprotected	Superior	Undrilled	Bow	–	6			
Other archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	6–20	
Other rebels	Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–12	0–72	24–144
	Medium Foot	Unprotected	Poor	Undrilled	–	Light Spear	2	8–12	12–144	
Optional Troops										
Zealot slingers	Light Foot	Unprotected	Superior	Undrilled	Sling	–	5	6–8	0–8	
Other slingers	Light Foot	Unprotected	Average	Undrilled	Sling	–	4	6–8	0–18	
Special Campaigns										
Josephus from 66 to 67										
Cavalry	Cavalry	Protected	Poor	Drilled	–	Light Spear, Swordsmen	8	4	0–4	
Drilled foot	Medium Foot	Protected	Poor	Drilled	–	Light Spear	4	6–8	**8–24	
Drilled archers	Medium Foot	Unprotected	Poor	Drilled	Bow	–	4	6–8	**6–12	

CALEDONIAN

The Caledonian Confederacy comprised a number of tribes in what is modern Scotland. In 84 AD, led by Calgacus, they were defeated by the Romans under Julius Agricola at the battle of Mons Graupius. From c.122 to 130 AD, the Romans built the 73.5 miles long Hadrian's Wall across the Tyne-Solway line with the aim of policing the frontier and preventing raids by the free tribes. The frontier was later advanced 100 miles north to the shorter Forth-Clyde line, the 37 miles long Antonine Wall being built from 142 to 144 AD. It was abandoned in 164 AD, only twenty years later, and the frontier pulled back to Hadrian's Wall. It was briefly reoccupied after a punitive expedition by the Emperor Septimius Severus in 209 AD, but abandoned again a few years later.

This list covers Caledonian armies from the mid-1st century AD until the early 3rd century AD.

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Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots.

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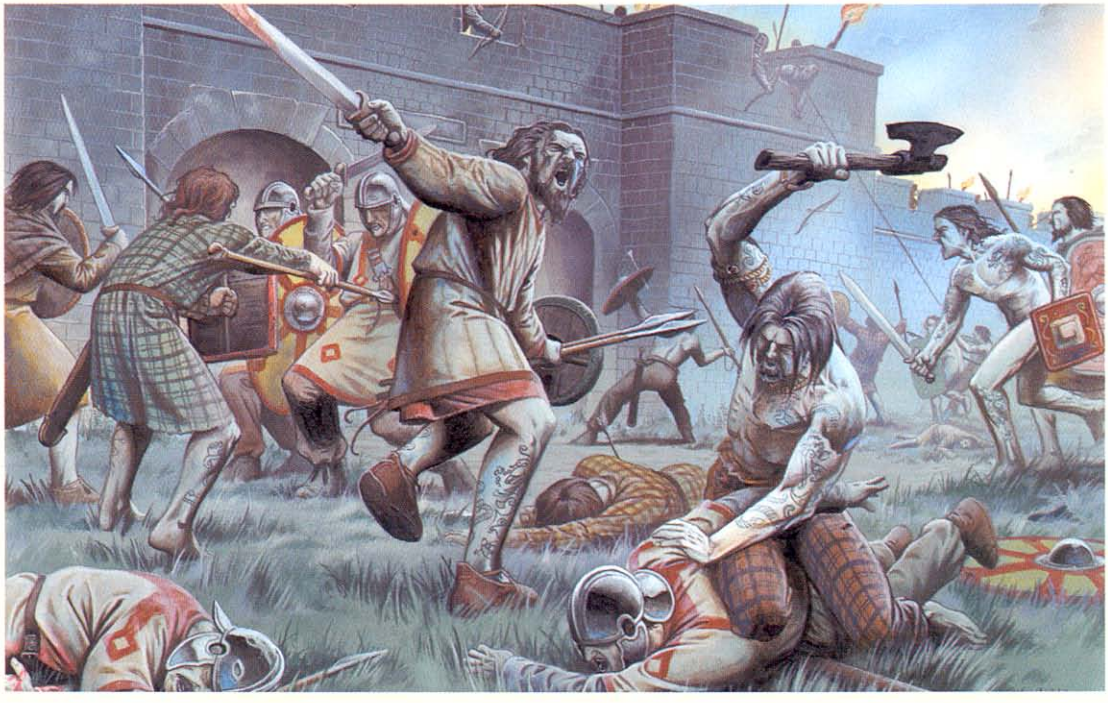
CALEDONIAN									
Territory Types: Agricultural, Hilly, Woodlands									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Chariots	Light Chariots	–	Superior	Undrilled	–	Light Spear	15	4–6	0–18
Warriors	Medium Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12	32–120
Javelin skimishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–24

EARLY PICTISH

This list covers Pictish (Cruithne) armies from the beginning of the 3rd century AD until the end of the 5th century. They were called Picti by the Romans, meaning "painted ones", referring to their extensive woad war paint or tattooing.

TROOP NOTES

The early Picts often fought almost naked apart from a large cloak and a loin cloth, and their shields were small and flimsy, hence they are graded as Unprotected.



Pictish raid on Hadrian's Wall, by Wayne Reynolds. Taken from Warrior 30: Pictish Warrior AD 297–841.

EARLY PICTISH STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Chariots	2 BGs	Each comprising 4 bases of chariots: Superior, Undrilled Light Chariots – Light Spear
Cavalry	2 BGs	Each comprising 4 bases of cavalry: Average, Unprotected, Undrilled Light Horse – Javelins, Light Spear
Spearmen	3 BGs	Each comprising 8 bases of spearmen: Average, Unprotected, Undrilled Medium Foot – Offensive Spearmen
Attecotti warriors	1 BG	8 bases of Attecotti warriors: Superior, Protected, Undrilled Medium Foot – Impact Foot, Swordsmen
Archers	2 BGs	Each comprising 6 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Javelinmen	1 BG	6 bases of javelinmen: Average, Unprotected, Undrilled Light Foot – Javelins, Light Spear
Camp	1	Unfortified camp
Total	11 BGs	Camp, 16 mounted bases, 50 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots or cavalry.

Pictish Commander

EARLY PICTISH									
Territory Types: Hilly, Woodlands									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Chariots	Light chariotry	–	Superior	Undrilled	–	Light Spear	15	4–6	0–12
Cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4–6	4–18
Spearmen	Medium Foot	Unprotected	Average	Undrilled	–	Offensive spearmen	6	8–10	32–96
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–16
Optional Troops									
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–16
Caledonian warriors	Medium Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	6–12	0–24
Attecotti warriors	Medium Foot	Protected	Superior	Undrilled	–	Impact Foot, Swordsmen	9	6–12	0–12
Allies									
Scots-Irish allies – Early Scots-Irish									
Saxon allies – Early Anglo-Saxon, Bavarian, Frisian, Old Saxon or Thuringian									

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SASSANID PERSIAN

The Sassanid Persian dynasty was founded by Ardashir I, governor of Persis, who revolted against and defeated the last Parthian (Arsacid) king, Artabanus IV. The dynasty is named after Ardashir's grandfather, Sasan. For most of its four-century history, the empire's territory encompassed modern Iran, most of Iraq, and parts of Armenia, Turkmenistan, Afghanistan, and Pakistan.

In 224 AD, Ardashir revolted against his Parthian overlord, Artabanus IV. After defeating and killing Artabanus in battle, Ardashir was crowned Shahanshah ("King of Kings") at Ctesiphon (south of modern Baghdad) in 226 AD.

His son Shapur I (241–272) successively defeated the Roman Emperors Gordian III, Philip the Arab and Valerian. Valerian was captured, a hitherto unknown disgrace for Rome, and died in captivity. Subsequent to this, however, Odenathus, the Roman client-ruler of Palmyra, succeeded in recapturing some of the lost territories, and further defeats were suffered by Shapur's immediate successors at the hands of the Romans.

Shapur II (309–379), crowned while still in his mother's womb, went back on the offensive. Signing a truce with Constantius II, he expanded Sassanid territory in the east, before attacking the Romans again in 359 AD. In 363 AD, the Roman Emperor Julian counterattacked, and pushed as far as Ctesiphon. He died from his wounds, however, after defeating the Persians at the Battle of Maranga. His successor, Jovian, was forced to retreat and to cede five provinces.

Warfare between the two empires continued intermittently with mixed fortunes for each side.

Armoured Cavalry with Levy Spearmen

During the 5th century Persia suffered several major attacks in the east by the Hephthalite (White) Huns. In 498 AD, the Hephthalites intervened in a Sassanid dynastic dispute by restoring Kavadh I to the throne after he had been deposed by the nobility for attempting a redistribution of wealth to the poor. Following his restoration, he launched a campaign against the Romans with Hephthalite support. After several important cities were captured by the Persians, a peace treaty was signed in 505 AD, in response to an invasion of Armenia by the Western Huns. In 530 AD, Kavadh once again invaded Roman (Byzantine) territory, his army meeting the Byzantine army under Belisarius on several occasions, suffering defeat at Daras but winning victories at Nisibis and Callinicum and obliging the Byzantine Emperor Justinian to accept an unfavourable peace treaty.

Kavadh's son Khosrau I (531–579 AD) introduced a standing army paid and equipped by the state, but this probably did not outlast his

Parthian cataphracts by Angus McBride. Taken from Men-at-Arms 175: Rome's Enemies (3) Parthians & Sassanid Persians.

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reign. In 540 AD, he invaded Byzantine Syria and sacked the great city of Antioch.

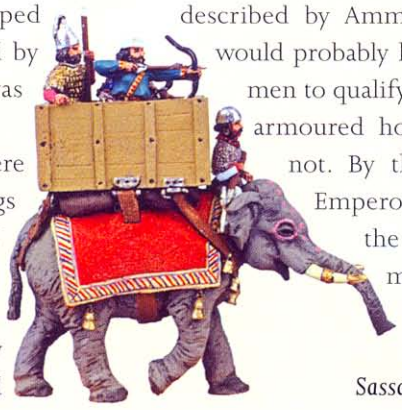
After suppressing the rebellion of Bahram Chobin, Khosrau II (590–628) launched a full-scale invasion of the Byzantine Empire. Its eastern provinces, including Syria, Palestine and Egypt, were quickly conquered, and in 626 AD, Constantinople was besieged on the Asian side by the Persians and on the European side by their allies, the Avars. However, the walls of Constantinople were strong, and the Byzantine Emperor, Heraclius, adopted the strategic master-stroke of sailing up the Black Sea to attack Persia from the rear. Heraclius's campaign into the Persian heartland sapped Persian morale, already exhausted by the long war, and Khosrau II was assassinated in 628 AD.

In the chaos that followed there were numerous short-lived kings and queens before Yazdegerd III ascended the throne in 632 AD. However, the empire was far from recovered, and was conquered by the Muslim Arabs between 633 and 651 AD, when the fugitive Yazdegerd was murdered for his purse.

This list covers the Sassanid Persians from 224 to 651 AD.

TROOP NOTES

The Sassanid state started out as a Parthian successor state, and it is likely that its early army bore a strong resemblance to the later Parthian army. Cataphract equipment remained the ideal for the armoured cavalry throughout the existence of the Sassanid kingdom, but was probably seldom achieved except for a minority. We assume that the kontos wielding cavalry described by Ammianus in the 4th century would probably have enough fully equipped men to qualify as cataphracts, and that the armoured horse archers mostly would not. By the time of the Byzantine Emperor Maurikios, at the end of the 6th century, the vast majority of the cavalry were archers.



Sassanid Elephant

SASSANID PERSIAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cataphracts	1 BG	4 bases of cataphracts: Superior, Heavily Armoured, Undrilled Cataphracts – Lancers, Swordsmen
Armoured horse archers	3 BGs	Each comprising 4 bases of armoured horse archers: Superior, Armoured, Undrilled Cavalry – Bow, Swordsmen
Light horse archers	1 BG	6 bases of horse archers: Average, Unprotected, Undrilled Light Horse – Bow
Elephants	1 BG	2 bases of elephants: Average, Undrilled Elephants
Foot archers	1 BG	6 bases of foot archers: Average, Unprotected, Undrilled Light Foot – Bow
Slingers	1 BG	6 bases of slingers: Average, Unprotected, Undrilled Light Foot – Sling
Levy spearmen	1 BG	10 bases of levy spearmen: Poor, Protected, Undrilled Heavy Foot – Defensive Spearmen
Camp	1	Unfortified camp
Total	9 BGs	Camp, 24 mounted bases, 22 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts or armoured horse archers.
- Arabs cannot be used with any other allies.
- Armenians cannot be used with Kushans or Hephthalite Huns.
- Bahram Chobin cannot use Dailami.
- The minimum marked * only applies from 350 AD.

SASSANID PERSIAN

Territory Types: Agricultural, Developed, Hilly

C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders		Field Commander						50	0–2		
		Troop Commander						35	0–3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Cataphracts	Before 430	Cataphracts	Heavily armoured	Superior	Undrilled	–	Lancers, Swordsmen	18	4–6	4–18	12–48
	From 430 to 628									0–8	
Armoured horse archers		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	*8–48	
Light horse archers	Before 350	Light Horse	Unprotected	Average	Undrilled	Bow	–	8	4–6	0–90	
	From 350									0–8	
Elephants	Before 629	Elephants	–	Average	Undrilled	–	–	25	2	0–6	
	From 629									0–2	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12	
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	–	4	6–8		
Levy spearmen		Heavy Foot	Protected	Poor	Undrilled	–	Defensive Spearmen	4	8–12	0–24	0–24
		Mob	Protected	Poor	Undrilled	–	–	3	8–12	0–16	
Fortified camp								24		0–1	
Optional Troops											
Hill Tribesmen		Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8	0–8	
Dailami guardsmen	Only from 591	Medium Foot	Protected	Superior	Drilled	–	Impact foot, Swordsmen	10	6–8		
			Armoured					13			
Allies											
Arab allies – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*											
Armenian allies (Only before 428) – Middle Armenian											
Chionite Hunnic allies (Only from 356 to 460)											
Hephthalite Hunnic allies (Only from 356 to 552)											
Sabir Hunnic allies (Only from 463 to 552)											
Kushan allies (Only before 371) – Kushan or Indo-Skythian											
Special Campaigns											
Khusrau I from 531 to 579											
Upgrade cataphracts to		Cataphracts	Heavily armoured	Superior	Drilled	–	Lancers, Swordsmen	20	4–6	All	
Upgrade armoured horse archers to		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6	12–All	
Only in 550											
Alan allies – Early Alan											
Bahram Chobin in 591											
Western Turkish allies – See Field of Glory Companion 7: *Decline and Fall: Byzantium at War*											

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EARLY VISIGOTHIC OR EARLY VANDAL

This list covers those Germanic/Gothic tribes who mainly fought on foot, but whose nobles had adopted Sarmatian cavalry tactics, from c.250 AD until the early 5th century.

The Visigoths were an East Germanic tribe which, by the mid-3rd century, held territory north of the eastern Danube. In 251 AD, they invaded the Balkans, defeated and killed the Emperor Decius and made forays into Asia Minor. In 268 AD, they were defeated by Claudius II Gothicus and driven back across the Danube. In 376 AD, under pressure from the advancing Huns, they appealed to the Emperor Valens to be allowed to settle south of the Danube. This was permitted, but subsequent famine and the failure of the Romans to supply them with land or food resulted in outright war. At the Battle of Adrianopolis in 378 AD, they heavily defeated the main East Roman field army and killed Valens. The new emperor, Theodosius I, made peace with them and used them as foederati in his war against the Western usurper Eugenius. After the death of Theodosius in 395 AD, and his succession by his weak sons Honorius in the West and Arcadius in the East, war broke out again. The Gothic King Alaric was held at bay by the Western general Stilicho (himself half-Vandal) until 408 AD, when the latter was murdered by Honorius. In 410 AD, Alaric sacked Rome itself. The Visigoths were subsequently persuaded to attack the Siling Vandals and Alans in Iberia (modern Spain and Portugal), as a reward for which in 419 AD, they were granted land in Aquitania (southern France) as foederati. Their armies after that date are covered by the Later Visigothic list (Field of Glory Companion 7: *Decline and Fall: Byzantium at War*).

The Vandals were another East Germanic tribe living north of the western Danube from the early 3rd century. They were divided into two groups, the Siling and Asding Vandals. Along with the Suebi and Alans, they crossed the frozen Rhine on 31st December, 406 AD. Together with these they plundered their way south through Gaul and crossed the Pyrenees into Iberia in 409 AD, where they were settled as foederati: The Asding Vandals in Gallaecia in the north-west, along with the Suebi, the Siling Vandals in Hispania Baetica in the south, the Alans in Lusitania in the west. In 416 AD, the Alans and Siling Vandals were heavily defeated by the Visigoths, sent against them by the Romans. In 429 AD, political machinations in the Roman high command resulted in the Roman commander in Africa, Boniface, inviting the Vandals to cross over to Africa to aid him. Once there they could not be dislodged. By 439 AD, they had captured Carthage itself and made it the capital of their new kingdom. In 442 AD, the Romans, in order to secure the corn supply from Africa, recognised the status quo. Vandal armies after that date are covered by the African Vandal list (See Field of Glory Companion 7: *Decline and Fall: Byzantium at War*).

Visigothic Warrior

Visigoth warrior, by Angus McBride. Taken from Warrior 17: Germanic Warrior AD 236–568.

EARLY VANDAL STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Vandal cavalry	2 BGs	Each comprising 4 bases of Vandal cavalry: Superior, Protected, Undrilled Cavalry – Lancers, Swordsmen
Alan cavalry	1 BG	4 bases of Alan cavalry: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Warriors	5 BGs	Each comprising 8 bases of warriors: Average, Protected, Undrilled Heavy Foot – Impact Foot, Swordsmen
Archers	2 BGs	Each comprising 6 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	10 BGs	Camp, 12 mounted bases, 52 foot bases, 3 commanders

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Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Ostrogothic allies need not include any foot.
- Gepids, Romans or Moors cannot be used with any other allies.

Visigothic Archer

EARLY VISIGOTHIC OR EARLY VANDAL										
Territory Types: Agricultural, Hilly, Woodlands										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Noble cavalry		Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6	0–8
Warriors		Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	32–136
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–24
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	
Optional Troops										
Alans or Huns	Only from 378	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	0–6
			Average					10		
		Cavalry	Unprotected	Superior				12	4–6	
			Unprotected	Average				10		
			Protected	Superior				14		
			Protected	Average				11		
Wagon laager		Field Fortifications						3		0–16
Fortified camp								24		0–1
Allies										
Alan allies – Early Alan (Only Vandals)										
Carpi allies – Dacian and Carpi (Only Visigoths)										
Early Frankish, Alamanni, Burgundi, Limiganti, Quadi, Rugii, Suebi or Turcilingi allies										
Early Ostrogothic, Herul, Sciri or Taifali allies										
Early Visigothic or Early Vandal allies										
Gepid allies – Gepid or Early Lombard										
Moorish allies – Later Moorish (Only Vandals)										
Roman allies – Dominate Roman (Only Visigoths)										

EARLY VISIGOTHIC OR EARLY VANDAL ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry	Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4	0–4
Warriors	Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	8–36
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–8
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	

MIDDLE ARMENIAN ALLIES

This list covers Armenian allied contingents from the overthrow of Trdat II by the Sassanid Persians in 252 AD until the death of Artashes III and installation of direct Persian rule in 428 AD.

TROOP NOTES

In 387 AD, the kingdom was partitioned between Rome and Persia, with Persia controlling four-fifths of the country, initially under client Armenian Arsacid kings. We allow for the possibility that the army was reorganised along Sassanid lines.

- Commanders should be depicted as cataphracts.

MIDDLE ARMENIAN ALLIES									
Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Cataphracts		Cataphracts	Heavily Armoured	Superior	Undrilled	–	Lancers, Swordsmen	18	4–6	4–6
Armoured horse archers	Only from 387	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	4–12
Light horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	–	8	4–6	
Javelinmen		Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8	0–18
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	

PALMYRAN

Palmyra (Tadmor) was an important oasis city in central Syria, on the caravan route between Persia and the Roman Mediterranean ports of Syria and Phoenicia. It retained semi-independent status, having been recognised as a free city by the emperor Hadrian.

Palmyra rose to prominence during the crisis of the mid-3rd century when Sassanid Persian invasions and multiple Roman pretenders created chaos in the Roman East. In 259–260, the Roman Emperor Valerian was defeated and captured near Edessa by the Persians under

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Arab-Palmyrene soldier, Hatrene clibanarius, and Palymyrene soldier by Angus McBride. Taken from Men-at-Arms 243: Rome's Enemies (5) The Desert Frontier.

Shapur I. Odenathus, King of Palmyra, who had already been granted the Roman title of "vir consularis", attempted to negotiate with Shapur, but the latter had his gifts thrown into the Euphrates and demanded unconditional surrender. With no option but to support the Roman side, Odenathus raised an army from his own domains and the desert Arab tribes and drove Shapur's forces back to Persia. He also suppressed several local Roman pretenders and recognised Gallienus, son of Valerian, as the legitimate emperor. In return, he received the titles of "dux Romanorum" and "restitutor totius Orientis" and command of all Roman forces in the East. With these he conducted a second campaign against Persia in 266–267, advancing as far as the Persian capital, Ctesiphon (south of modern Baghdad), but on the way back he was assassinated.

His Queen, Zenobia, took up the reins of power in the name of their young son Vaballathus (Wahballath). Gallienus was murdered by rivals in 268 AD. It is not certain when Zenobia decided to throw off her allegiance to Rome, but in 269 or 270 AD, she sent her general Zabdas to invade Roman Egypt. The local Roman forces were defeated and Egypt was brought under Palmyran rule. Palmyran forces also captured Antioch (modern Antakya) and established control over Asia Minor as far as Ancyra (modern Ankara). By the end of 271 AD, Zenobia controlled the eastern third of the Roman Empire and Vaballathus was declared Augustus (Emperor).

Cataphract

Aurelian, the latest legitimate Emperor, set forth from Rome and met the Palmyran army, commanded by Zabdas and Zenobia, in battle outside Antioch in 272 AD. The result was a Palmyran defeat, but most of the army was able to escape. A second battle was fought near Emesa a short time later, in which the Palmyrans were once again defeated. Zenobia fled to Palmyra which was besieged. She attempted to flee to Persia to seek aid, but was overtaken and captured. Following this the city surrendered.

Aurelian set forth back to the Danube to repel a Carpi invasion, with his prisoners Zenobia, Vaballathus, Zabdas and other members of the Palmyran court in train. No sooner had he arrived at the Danube, however, than news arrived that Palmyra had revolted again. He immediately marched back all the way to Palmyra, which this time was thoroughly sacked and its walls dismantled. Zenobia was exhibited in Aurelian's triumph in 274 AD, but thereafter was allowed to retire to a villa at Tibur (Tivoli).

This list covers Palmyran armies from 258 to 273 AD.

TROOP NOTES

Whether native Palmyran forces included drilled troops is open to doubt. The camel mounted caravan guards traditionally included in Palmyran army lists were not numerous enough to form a battle group, so have been omitted.

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PALMYRAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cataphracts	4 BGs	Each comprising 4 bases of cataphracts: Superior, Heavily Armoured, Drilled Cataphracts – Lancers, Swordsmen
Horse archers	3 BGs	Each comprising 4 bases of horse archers: Average, Unprotected, Undrilled Light Horse – Bow
Foot archers	2 BGs	Each comprising 6 bases of foot archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	9 BGs	Camp, 28 mounted bases, 12 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts.
- The minima marked * apply if any Roman troops are used.
- Roman auxiliaries must be all Medium Foot or all Heavy Foot.

King Odenathus, Queen Zenobia and Palmyrene guardsman by Angus McBride. Taken from Men-at-Arms 243: Rome's Enemies (5) The Desert Frontier.

PALMYRAN										
Territory Types: Agricultural, Developed, Hilly, Steppes										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0–2		
	Troop Commander						35	0–3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Cataphracts	Cataphracts	Heavily armoured	Superior	Drilled	–	Lancers, Swordsmen	20	4–6	6–24	
				Undrilled			18			
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	–	8	4–6	4–24	
	Light Horse	Unprotected	Average	Drilled	Bow	Light Spear	9	4–6	0–8	
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	6–56	
	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8		
	Medium Foot	Unprotected	Average	Drilled	Bow	–	6	6–8	0–24	
Optional Troops										
Roman cavalry	Only before 272	Cavalry	Armoured	Average	Drilled	–	Light Spear, Swordsmen	13	4–6	0–8
Roman legionaries		Heavy Foot	Armoured	Superior	Drilled	–	Impact Foot, Skilled Swordsmen	14	4–8	*4–24
			Protected					11		
		Heavy Foot	Armoured	Average	Drilled	–	Impact Foot, Swordsmen	10		
			Protected					8		
Roman auxiliaries		Medium or Heavy Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9	4–8	*4–18
			Protected					7		
Archers attached to Roman foot as ⅓ of BG		Light Foot	Unprotected	Superior	Drilled	Bow	–	6	2–4 (⅓ of 6–12)	0–21
				Average				5		
Separately deployed legionary lanciarii		Medium Foot	Armoured	Superior	Drilled	–	Light Spear, Skilled Swordsmen	13	4	0–4
			Protected					10		
		Medium Foot	Armoured	Average	Drilled	–	Light Spear, Swordsmen	9		
			Protected					7		
Fortified camp								24		0–1
Allies										
Arab allies – See Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*										
Armenian allies – Middle Armenian										

EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI

This list covers those non-Sarmatized Germanic tribes who mainly fought on foot, but many of whose nobles fought on horseback, from c.260 AD until the absorption of the Suebi by the Visigoths in the late 6th century. The Franks are covered until 496 AD. The other tribes ceased to have an independent existence around the turn of the 5th–6th century.

The Franks emerged in the 3rd century as a confederation of several tribes, including the

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Sicambri, Chamavi, Chatti, and Chattuarii. They came to be subdivided into Salian Franks, living near the sea, and Ripuarian Franks, living along the lower Rhine. In 358 AD, Salian Franks were allowed to settle as foederati in the Roman Empire on the left bank of the Rhine. Following the final collapse of the Western Roman Empire in 476 AD, the Franks under Clovis I expanded into modern France, conquering the sub-Roman Kingdom of Soissons in 486 AD, the Alamanni in 505 AD and expelling the Visigoths from most of southern France in 507 AD.

The Alamanni were in conflict with the Romans from the early 3rd century. In 268 AD, they invaded Gaul and northern Italy, being ultimately defeated by the emperor Claudius II Gothicus. Further incursions followed, battles being fought in 271, 298, 356, 357, 367 and 378 AD. With the collapse of the Roman frontier defences at the start of the 5th century, they crossed the Rhine again and settled north of the Alps. They were defeated and absorbed by the Franks in 505 AD.

The Burgundi crossed the Rhine in the early 5th century and established a kingdom which eventually occupied the borderlands between modern France, Italy and Switzerland. In 534 AD, they were defeated and absorbed by the Franks.

The Limigantes were former subjects of the Sarmatians who successfully rebelled in the 4th century.

The main tribes included amongst the Suebi were the Semnones, the Marcomanni and the Quadi. Prior to the 5th century, they lived north of the Rhine and Danube. The Quadi were the easternmost and may have been more Sarmatized than the others, having taking in Sarmatian exiles following the revolt of the Limigantes. Under pressure from the expanding Hunnic empire, the Suebi under King Hermeric were amongst the tribes that crossed the frozen Rhine on December 31, 406 AD and poured into Gaul. From there the Suebi proceeded south, crossed the Pyrenees into the Iberian peninsula and established themselves as foederati in the Roman province of Gallaecia (modern Galicia and northern Portugal). Their Iberian kingdom lasted from 410 until 585 AD, when it was conquered by the Visigoths.

The Rugii were an East German tribe who became subject to the Hunnic empire of Attila in the 5th century AD, but after its collapse formed their own kingdom in modern Austria. They were defeated by King Odoacer of Italy in 487 AD, and joined the Ostrogoths. They took part in the Ostrogothic invasion of Italy in 489 AD.

The Turcilingi were an East German tribe who were amongst the followers of Odoacer.

ALAMANNI STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cavalry	2 BGs	Each comprising 4 bases of cavalry: Superior, Protected, Undrilled Cavalry – Light Spear, Swordsmen
Warriors	5 BGs	Each comprising 8 bases of warriors: Average, Protected, Undrilled Heavy Foot – Impact Foot, Swordsmen
Archers	2 BGs	8 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Javelinmen	1 BG	6 bases of javelinmen: Average, Unprotected, Undrilled Light Foot – Javelins, Light Spear
Camp	1	Unfortified camp
Total	10 BGs	Camp, 8 mounted bases, 62 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Romans cannot be used with any other allies.

EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI

Territory Types: Agricultural, Hilly, Woodlands

C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Cavalry	Any except Limigantes	Cavalry	Protected	Superior	Undrilled	–	Light Spear, Swordsmen	12	4–6	0–8
	Only Quadi	Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12		
	Only Limigantes	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7		
Warriors		Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	32–144
Archers	All except Alamanni	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
	Alamanni	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	6–24
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–12
Optional Troops										
Barricades within woods		Field Fortifications						3		0–8

Allies
Alan allies – Early Alan (Only Alamanni or Suebi)
Early Frankish, Alamanni, Burgundi, Limiganti, Quadi, Rugian, Suebi or Turcilingi allies
Early Ostrogothic, Herul, Sciri or Taifali allies (Only Alamanni or Suebi)
Vandal allies – Early Visigothic or Early Vandal allies (Only Alamanni or Suebi)
Roman allies – Dominate Roman (Only Suebi)
Sarmatian allies – Later Sarmatian (Only Quadi)

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EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI ALLIES										
Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Any except Limigantes	Cavalry	Protected	Superior	Undrilled	–	Light Spear, Swordsmen	12	4	0–4
	Only Quadi	Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12		
	Only Limigantes	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7		
Warriors		Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	8–36
Archers	All except Alamanni	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	4	0–4
	Alamanni	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–8
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4	0–4

EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN

This list covers those Germanic tribes that fought exclusively on foot, from c.260 AD to the early 6th century AD.

Anglo-Saxon is a collective term for the Angles, Saxons and Jutes who settled in the south and east of Britain from the mid-5th century. Old Saxon designates the Saxons remaining in northern Germany. They were absorbed by the Frankish Empire in 804 AD. The Frisians occupied the modern Netherlands and coastal north-west Germany, were partly conquered by the Franks in 689, and were finally absorbed at about the same time as the Old Saxons. The Bavarians were absorbed in 778 AD, the Thuringians in 532 AD.

Household Warrior Musician

EARLY ANGLO-SAXON STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Nobles and household warriors	2 BGs	Each comprising 8 bases of warriors: Superior, Protected, Undrilled Heavy Foot – Impact Foot, Swordsmen
Other warriors	5 BGs	Each comprising 8 bases of warriors: Average, Protected, Undrilled Heavy Foot – Impact Foot, Swordsmen
Archers	1 BG	6 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Javelinmen	1 BG	6 bases of javelinmen: Average, Unprotected, Undrilled Light Foot – Javelins, Light Spear
Camp	1	Unfortified camp
Total	9 BGs	Camp, 68 foot bases, 3 commanders

Anglo-Saxon warriors, by Gerry Embleton. Taken from Men-at-Arms 129: Rome's Enemies (1) Germanics and Dacians.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.

Anglo-Saxon Commander

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Territory Types: Agricultural, Woodlands									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Nobles and household warriors	Heavy Foot	Protected	Superior	Undrilled	–	Impact foot, Swordsmen	9	6–12	6–24
Other warriors	Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	24–132
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	

EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Nobles and household warriors	Heavy Foot	Protected	Superior	Undrilled	–	Impact foot, Swordsmen	9	4–8	4–8
Other warriors	Heavy Foot	Protected	Average	Undrilled	–	Impact foot, Swordsmen	7	8–12	8–36
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	4	0–4
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4	

EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALI

This list covers the above Germanic tribes from c.260 AD until the later 5th century. Under Sarmatian influence they had adopted cavalry tactics.

The Ostrogoths, living north of the Black Sea, greatly expanded their territory north-westwards in the 3rd and 4th centuries, but came under Hunnic domination in the 370s. Ostrogothic exiles took part, with the Visigoths, in the defeat of the Romans at Adrianopolis in 378 AD. In 405 AD, the Roman general Stilicho defeated a coalition of Ostrogoths, Suebi, Vandals and Alans which had invaded Italy under Radagaisus. In 451 AD, Ostrogoths took part on the Hunnic side under Attila in the battle of Campus Mauriacus against the Romans, Visigoths and Alans under Aetius. Following the death of Attila in 453 AD, the Ostrogoths and Gepids defeated the Huns at the Battle of Nedao in 454 AD, thus ending the Hunnic Empire. In 488 AD, under King Theodoric the Great, the Ostrogoths set out, at the request of the Eastern Roman Emperor

Zeno, to conquer Italy from King Odoacer. By 493 Odoacer was defeated and killed. The armies of the Ostrogothic Kingdom of Italy are covered by the Italian Ostrogothic list (See Field of Glory Companion 7: *Decline and Fall: Byzantium at War*).

The Heruls are first mentioned by Roman writers in the mid-3rd century, when they accompanied the Goths ravaging the Black Sea and Aegean coasts. By the end of the 4th century they were subject to the Ostrogoths. When the Ostrogothic kingdom was subjugated by the Huns in the 370s, the Heruls became subject to the Huns. After the defeat of the Huns in 454 AD, they created a kingdom in the south of modern Slovakia. Together with the Sciri, Heruls formed part of the foederate forces of Odoacer, who deposed the last Western Roman Emperor, Romulus Augustulus, in 476 AD and declared himself King of Italy. Later, following the destruction of their kingdom by the Lombards, some became foederati in the Byzantine army.

In the 4th century, the Sciri, living in the Carpathians, were defeated by the Huns. Some joined the Goths and others became Roman foederati. They formed a major part of the forces of King Odoacer, who was himself probably Scirian.

The Taifali were another related horse-riding tribe.

Ostrogothic Cavalryman

The battle of Campus Mauriacus, AD 451, by Angus McBride. Taken from Warrior 17: Germanic Warrior AD 236–568.

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EARLY OSTROGOTHIC STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cavalry	2 BGs	Each comprising 4 bases of cavalry: Superior, Armoured, Undrilled Cavalry – Lancers, Swordsmen
Cavalry	4 BGs	Each comprising 4 bases of cavalry: Superior, Protected, Undrilled Cavalry – Lancers, Swordsmen
Archers	4 BGs	Each comprising 8 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	10 BGs	Camp, 24 mounted bases, 32 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Suebi and Vandal allies can be used together. Otherwise only one allied contingent can be used.

Herul Javelinman

EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALI											
Territory Types: Agricultural, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders		Field Commander						50	0–2		
		Troop Commander						35	0–3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Cavalry		Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	0–8	12–72
		Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6	8–72	
Archers	All except Heruls	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	12–72	
		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8		
Javelinmen	Only Heruls	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8		
Optional Troops											
Alans or Huns	Only from 376	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	0–6	
				Average				10			
		Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6		
			Unprotected	Average				10			
			Protected	Superior				14			
			Protected	Average				11			
Wagon laager or field defences		Field Fortifications						3		0–12	
Fortified camp								24		0–1	
Allies											
Carpi allies – Dacian or Carpi (Only Sciri)											
Burgundi, Rugii or Suebi allies – Early Frankish, Alamanni, Burgundi, Limiganti, Quadi, Rugii, Suebi or Turcilingi (Only Ostrogoths or Sciri)											
Gepid allies – Gepid or Early Lombard (Only Sciri)											
Vandal allies – Early Vandal (Only Ostrogoths)											

EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALI ALLIES										
Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry		Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6	4–18
Archers	All except Heruls	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	4–8	4–18
		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	4–8	
Javelinmen	Only Heruls	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4–8	

GEPID OR EARLY LOMBARD

This list covers Gepid armies from c.260 AD until their suppression by the Lombards in 567 AD. It also covers Lombard armies from the late 5th century AD until just before their invasion of Italy in 568 AD.

The Gepids were an East Germanic tribe first mentioned c.260 AD, when they invaded Dacia together with the Goths. They occupied the Carpathian basin from this time until their final demise. In the 4th century, they paid tribute first to the Ostrogoths, then to the Huns. They fought under King Arderic for Attila at the battle of Campus Mauriacus in 451 AD. Together with the Ostrogoths, they overthrew Hunnic power at the battle of Nedao in 454 AD, following the death of Attila. From 546 AD, they were defeated several times by the Lombards, who finally conquered them in 567 AD.

The Lombards (Langobards or Longobards) were another Germanic people living near the mouth of the Elbe in the 1st and 2nd centuries AD. Just before the Marcomannic Wars (160–180), they invaded Pannonia (a Roman province comprising parts of modern Austria, Hungary, Slovakia, Slovenia, Croatia and Serbia) but were defeated by the Romans and returned home to the lower Elbe. Thereafter they may have been subject to the Saxons until the later 4th century when they began their migration. By the early 6th century they were living to the west of the Gepids. After a series of wars they conquered the Gepids in 567 AD. In 568 AD, under King Alboin, they invaded Byzantine Italy, where they established a kingdom. Their armies thereafter are covered by the Lombard list (See Field of Glory Companion 7: *Decline and Fall: Byzantium at War*).

Gepid Cavalryman

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GEPID STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cavalry	2 BGs	Each comprising 4 bases of cavalry: Superior, Armoured, Undrilled Cavalry – Lancers, Swordsmen
Cavalry	2 BGs	Each comprising 4 bases of cavalry: Superior, Protected, Undrilled Cavalry – Lancers, Swordsmen
Foot Warriors	3 BGs	Each comprising 8 bases of foot warriors: Average, Protected, Undrilled Heavy Foot – Impact Foot, Swordsmen
Archers	2 BGs	Each comprising 8 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	9 BGs	Camp, 16 mounted bases, 40 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Minima marked * apply only if any foot are used.

GEPID OR EARLY LOMBARD										
Territory Types: Agricultural, Hilly, Woodlands										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0–2		
	Troop Commander						35	0–3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Cavalry	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	0–8	12–60
	Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6	8–60	
Foot warriors	Heavy Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12	*8–48	
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	*8–48	
	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8		
Optional Troops										
Fortified camp							24		0–1	
Allies										
Only Gepids										
Ostrogoth or Herul allies – Early Ostrogothic, Herul, Sciri or Taifali										
Rugian allies – Early Frankish, Alamanni, Burgundi, Limiganti, Quadi, Rugii, Suebi or Turcilingi										
Thuringian allies – Early Anglo-Saxon, Bavarian, Frisian, Old Saxon or Thuringian										
Vandal allies – Early Visigothic or Early Vandal										
Only Lombards										
Avar allies – See Field of Glory Companian 7: *Decline and Fall: Byzantium at War*										
Frankish or Suebi allies – Early Frankish, Alamanni, Burgundi, Limiganti, Quadi, Rugii, Suebi or Turcilingi										

GEPID OR EARLY LOMBARD ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6	4–18
Foot warriors	Heavy Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	6–12	*6–16
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	*6–16
	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	

WESTERN HUNNIC

This list covers the Western Huns from the later 4th century AD until the absorption of their remnants by the Avars in the mid-6th century.

Linguistic studies have shown that at least the ruling clans of the Western Huns were probably of Turkic origin. By the nature of steppe society, however, by the 4th century the Huns are likely to have included an ethnically diverse mixture of assimilated steppe nomad groups. The leading clans may have been descended from the Hsiung-nu, who had been the greatest threat to Han China's northern border before their defeat by the Chinese in the mid-2nd century. The Huns were present north-west of the Caspian Sea in the 3rd century. From 370 AD on they moved westwards, subjugating the Alans, Ostrogoths and Gepids amongst others. Pressure on the other Germanic tribes led to the great migrations that ultimately resulted in the collapse of the Western Roman Empire.

Hunnic raids. Taken from Essential Histories 21: Rome at War AD 293–696.

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LATER SARMATIAN
EARLY ALAN
JEWISH REVOLT
CALEDONIAN
EARLY PICTISH
SASSANID PERSIAN
EARLY VISIGOTHIC OR EARLY VANDAL
PALMYRAN
EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI
EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN
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In 395 AD, a major raid across the Caucasus Mountains pillaged Armenia, besieged Antioch and reached as far as Tyre (in the south of modern Lebanon). In 408 AD, under Uldin, the Huns with Sciri allies invaded Moesia (a Roman province including parts of modern Serbia and Bulgaria) but were defeated by the Romans and pulled back.

Previously a loose confederation of tribes each under its own king, from 420 AD on, under Octar and later his brother Rua, the Huns began to be welded into a single coherent force. Under Rua, large allied forces were supplied to the Roman general Aetius, who had spent time as a hostage with the Huns in his youth. This alliance enabled Aetius to suppress for the time being the ambitions of the Germanic tribes settled in various parts of the Western Roman Empire.

ATTILA THE HUN

In 434 AD, while planning a major invasion of the Eastern Roman Empire, Rua died. He was succeeded by his nephews, the brothers Attila and Bleda, who ruled jointly but still treated the Hunnic Empire as a single entity. In 435 AD, the Eastern Empire was forced to sign the Treaty of Margus, under which (amongst other provisions) an annual tribute was to be paid to the Huns. The East Romans failed to observe all the provisions of this treaty, resulting in Hunnic invasions. In 443 AD, following a major defeat of the East Roman army at the Battle of Chersonesus, the Peace of Anatolius was signed, under which the annual tribute was increased almost ten-fold.

In 445 AD, Bleda died, leaving Attila as sole ruler. In 447 AD, he invaded the Eastern Empire again, reaching as far as Thermopylae in Greece, but failed to take Constantinople, whose walls, severely damaged in an earthquake, had been hastily rebuilt. A further peace treaty was signed in 449 AD.

The Western Empire had so far escaped from hostile Hunnic attention, probably owing to the friendship between Attila and Aetius. However, when Honoria, sister of the Western Emperor Valentinian III, wrote to Attila requesting his help to avoid being married off against her will, Attila chose to interpret this as an offer of marriage, and demanded half the Western Empire as dowry.

In 451 AD, the massed forces of the Hunnic Empire, including Huns, Ostrogoths, Gepids, Sciri, Franks, Rugii, Burgundi and Thuringians, invaded Gaul and laid siege to Aurelianum (Orléans). Aetius, making common cause with the foederate kings, advanced to meet the Huns with an army of regular Roman troops, Visigoths, Alans, Franks and Armoricans. The Huns had almost taken the city, but on the arrival of Aetius's forces fell back into more open terrain.

Hunnic Cavalry

THE BATTLE OF CAMPUS MAURIACUS

The probable dispositions were as follows: on the allied side, the Visigoths (under King Theoderic and his son Thorismund) on the right, the Alans (under the unreliable King Sangiban) in the centre, and the Roman forces (under Aetius) on the left. On the Hunnic side, the Ostrogoths (under the brothers Valamir, Theodemir and Vidimir) facing the Visigoths, the Huns (under Attila) facing the Alans and the Gepids (under King Ardaric) and other Germanic subjects facing the Romans.

The allied forces succeeding in taking a small hill to the front, which gave them an advantage in the ensuing fighting. The Visigoths broke the Ostrogoths opposite them (although King Theodoric was killed in the fighting) and the Hunnic army fell back in disorder. Attila withdrew his army to his camp and the following day began to retreat. There was no pursuit, possibly because Aetius wanted the keep the Huns as a credible threat so as to keep the foederate kings in order.

Clearly Attila's defeat was not decisive, because the following year he invaded Italy and sacked several major cities before retiring again to his own territory. In 453 AD, Attila was planning to invade the Eastern Empire again, in retaliation for the new Emperor, Marcian, stopping the tribute payments. However, after taking a new wife, he died suddenly on his wedding night.

AFTER ATTILA

Following the death of Attila his sons fell out over the succession. The Ostrogoths and Gepids took this opportunity to rebel and defeated the Huns at the Battle of Nedao in 454 AD. This marked the end of the Hunnic Empire. Remnant tribes, the Kutrigur and Utigur Huns, lingered in the steppe around the Sea of Azov. They became the Bulgars (See Field of Glory Companion 7: *Decline and Fall: Byzantium at War*). Another group, the Sabir Huns, lived to the north west of the Caspian Sea. All these groups were subjugated by the Avars in the mid-6th century.

WESTERN HUNNIC STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Nobles	2 BGs	Each comprising 4 bases of nobles: Superior, Armoured, Undrilled Cavalry – Bow, Swordsmen
Horse archers	7 BGs	Each comprising 4 bases of horse archers: Superior, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Camp	1	Unfortified camp
Total	9 BGs	Camp, 36 mounted bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- Minima marked * apply if any troops so marked as used.
- Optionally, all troops in a subject allied contingent can be downgraded one quality class to represent disaffection.

Rugian Subject Foot

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EARLY ALAN
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CALEDONIAN
EARLY PICTISH
SASSANID PERSIAN
EARLY VISIGOTHIC OR EARLY VANDAL
PALMYRAN
EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI
EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN
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WESTERN HUNNIC

Territory Types: Agricultural, Woodlands, Steppes

C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	0–8
Horse archers	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	18–102
			Average				10		
	Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12		
		Unprotected	Average				10		
		Protected	Superior				14		
		Protected	Average				11		
Optional Troops									
Alan subjects	Only before 454	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	0–6
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
			Protected					11		
Herul or Sciri subjects	Only before 454	Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6	0–6
				Average				9		
Fortified camp								24		0–1
Special Campaigns										
Uldin in 408										
Sciri allies – Early Ostrogothic, Herul, Sciri or Taifali										
Attila from 433 to 453										
Burgundian, Frankish, Rugian or Thuringian subjects		Heavy Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12	*8–24
				Poor				5		
Gepid subject allies – Gepid or Early Lombard										*6–24
Ostrogothic subject allies – Early Ostrogothic, Herul, Sciri or Taifali										*8–24

WESTERN HUNNIC ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4	0–4
Horse archers	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	6–24
			Average				10		
	Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12		
		Unprotected	Average				10		
		Protected	Superior				14		
		Protected	Average				11		

HEPHTHALITE HUNNIC

Called Ephthalites by the Greeks, Hūnas by the Indians and White Huns by others, the Hephthalites were of uncertain origin, but they may have been either Indo-European, Turkic or a mixed horde. Arriving north-east of the Sassanid Persian Empire, they raided its eastern provinces repeatedly in the latter half of the 4th century. C.485 they succeeded in reducing the Sassanids to tributary status. A series of wars from 503 to 513 AD, drove them out of Persia.

In India, the Hūnas had established themselves in modern Afghanistan and the north-west frontier provinces of Pakistan by the early 5th century. In 455 AD, the Gupta emperor Skandagupta repelled a Hūna invasion. C.475, the Hūnas conquered Gandhara (in northern Pakistan) from the Kidarites. The Hūna Emperor Mihirakula, who ruled from 520 AD, had his capital at Sakala (modern Sialkot in the Pakistani Punjab). In 528 AD, the Hūnas were defeated by Yasodharman of Malwa, and by 542 AD, they had been driven out of the north Indian plains. C.560 they were decisively defeated by an alliance of the Sassanid king Khosrau I with the Göktürks. After the end of the 6th century little is written about them, and they may have been assimilated into the population of northern India.

This list covers the Hephthalites from the mid-4th century AD until the loss of their Indian empire in the mid-6th century.

HEPHTHALITE HUNNIC STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Nobles	2 BGs	Each comprising 4 bases of nobles: Superior, Armoured, Undrilled Cavalry – Bow, Swordsmen
Horse archers	4 BGs	Each comprising 4 bases of horse archers: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Elephants	2 BGs	Each comprising 2 bases of elephants: Average, Undrilled Elephants
Elephant escort halberdiers	1 BG	6 bases of elephant escort halberdiers: Average, Protected, Undrilled Medium Foot – Heavy Weapon
Indian levy foot	1 BG	10 bases of Indian levy foot: Poor, Unprotected, Undrilled Medium Foot – Bow
Camp	1	Unfortified camp
Total	10 BGs	Camp, 28 mounted bases, 16 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.

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PALMYRAN
EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI
EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN
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HEPHTHALITE HUNNIC

Territory Types: Hilly, Steppes. Woodlands (Only in India from 475 to 560)									
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/50/35		1	
Sub-commanders	Field Commander					50		0–2	
	Troop Commander					35		0–3	
Troop name	Troop Type	Capabilities				Points per base		Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat	Melee		
Core Troops									
Nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	0–8
Horse archers	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	12–102
			Average				10		
	Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12		
		Unprotected	Average				10		
		Protected	Superior				14		
		Protected	Average				11		
Only in India (475 to 560)									
Elephants	Elephants	–	Average	Undrilled	–	–	25	2	2–6
Elephant escort halberdiers	Medium Foot	Protected	Average	Undrilled	–	Heavy Weapon	7	4–6	4–8
Indian levy foot	Medium Foot	Unprotected	Poor	Undrilled	Bow	–	3	8–12	8–24
Indian cavalry	Cavalry	Unprotected	Poor	Undrilled	–	Light Spear	4	4–6	0–6
		Protected					5		
Optional Troops									
Fortified camp							24		0–1

HEPHTHALITE HUNNIC ALLIES

Allied commander	Field Commander/Troop Commander					40/25		1	
Troop name	Troop Type	Capabilities				Points per base		Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat	Melee		
Nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4	0–4
Horse archers	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	6–24
			Average				10		
	Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12		
		Unprotected	Average				10		
		Protected	Superior				14		
		Protected	Average				11		
Only in India (475 to 560)									
Elephants	Elephants	–	Average	Undrilled	–	–	25	2	0–2
Elephant escort halberdiers	Medium Foot	Protected	Average	Undrilled	–	Heavy Weapon	7	4	0–4
Indian levy foot	Medium Foot	Unprotected	Poor	Undrilled	Bow	–	3	6–8	0–8

CHIONITE HUNNIC ALLIES

The Chionites were prominent in Transoxania and Bactria in the later 4th and early 5th centuries AD. Whether they were in fact an entirely separate entity from the Hephthalite Huns is uncertain. In the late 4th or early 5th century, a Kushanized Chionite dynasty, the Kidarites, took control of the remaining Kushan territories in north-west India and flourished briefly before falling to the Hephthalite Huns near the end of the 5th century. This list covers allied contingents supplied by the Chionite Huns other than the Kidarite Kingdom.

- Commanders should be depicted as nobles.

CHIONITE HUNNIC ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Lancers	Cavalry	Unprotected	Superior	Undrilled	–	Lancers, Swordsmen	10	4–6	0–6
			Average				8		
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	6–24
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		

SABIR HUNNIC ALLIES

The Sabir occupied the Caspian Depression north of the Caspian Sea following the fall of the Western Hunnic Empire in 454 AD. They supplied mercenary allied contingents to the Sassanids until 552 AD, when they switched sides to the Byzantines. Soon after, they were conquered by the Avars. The list covers allied contingents supplied by the Sabir – these included fierce and effective foot.

- Commanders should be depicted as nobles.

SABIR HUNNIC ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4	0–4
Horse archers	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	12	4–6	6–18
			Average				10		
	Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	12		
		Unprotected	Average				10		
		Protected	Superior				14		
		Protected	Average				11		
Foot Warriors	Heavy Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12	8–16

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EARLY VISIGOTHIC OR EARLY VANDAL
PALMYRAN
EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI
EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN
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ARMORICAN ALLIES

This list covers allied contingents supplied by the Armoricans (a mixture of native Armoricans, remnant limitanei, Romano-British emigrants from eastern Britain, Celtic speaking emigrants from western Britain, and Alan settlers) following loss of Roman control of the region (modern Brittany) in the 5th century. Drilled foot represent remnant limitanei units.

- The commander should be depicted as Armorican cavalry or Alan nobles.

ARMORICAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Armorican cavalry	Cavalry	Armoured	Superior	Undrilled	–	Light Spear, Swordsmen	16	4	0–4
		Armoured	Average				12		
		Protected	Superior				12		
		Protected	Average				9		
Alan nobles	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4	
Alan horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	0–6
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		
Armorican foot	Medium or Heavy Foot	Protected	Average	Undrilled	–	Light Spear, Swordsmen	6	6–8	6–16
			Poor	Undrilled			4		
			Poor	Drilled			5		

APPENDIX 1 – USING THE LISTS

To give balanced games, armies can be selected using the points system. The more effective the troops, the more each base costs in points. The maximum points for an army will usually be set at between 600 and 800 points for a singles game for 2 to 4 hours play. We recommend 800 points for 15mm singles tournament games (650 points for 25mm) and 1000 points for 15mm doubles games.

The army lists specify which troops can be used in a particular army. No other troops can be used. The number of bases of each type in the army must conform to the specified minima and maxima. Troops that have restrictions on when they can be used cannot be used with troops with a conflicting restriction. For example, troops that can only be used "before 235 AD" cannot be used with troops that can only be used "from 235 AD". All special instructions applying to an army list must be adhered to. They also apply to allied contingents supplied by the army.

All armies must have a C-in-C and at least one other commander. No army can have more than 4 commanders in total, including C-in-C, sub-commanders and allied commanders.

All armies must have a supply camp. This is free unless fortified. A fortified camp can only be used if specified in the army list. Field fortifications and portable defences can only be used if specified in the army list.

Allied contingents can only be used if specified in the army list. Most allied contingents have their own allied contingent list, to which they must conform unless the main army's list specifies otherwise.

BATTLE GROUPS

All troops are organized into battle groups. Commanders, supply camps and field fortifications are not troops and are not assigned to battle groups. Portable defences are not troops, but are assigned to specific battle groups.

Battle groups must obey the following restrictions:

- The number of bases in a battle group must correspond to the range specified in the army list.
- Each battle group must initially comprise an even number of bases. The only exception to this rule is that battle groups whose army list specifies them as 2/3 of one type and 1/3 of another, can comprise 9 bases if this is within the battle group size range specified by the list.
- A battle group can only include troops from one line in a list, unless the list specifies a mixed formation by specifying fractions of the battle group to be of types from two lines. e.g. 2/3 spearmen, 1/3 archers.
- All troops in a battle group must be of the same quality and training. When a choice of quality or training is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.
- Unless specifically stated otherwise in an army list, all troops in a battle group must be of the same armour class. When a choice of armour class is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.

EXAMPLE LIST

Here is a section of an actual army list, which will help us to explain the basics and some special features. The list specifies the following items for each historical type included in the army:

- Troop Type – comprising Type, Armour, Quality and Training.
- Capabilities – comprising Shooting and Close Combat capabilities.
- Points cost per base.
- Minimum and maximum number of bases in each battle group.
- Minimum and maximum number of bases in the army.

Roman Centurion

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EARLY VISIGOTHIC OR EARLY VANDAL
PALMYRAN
EARLY FRANKISH, ALAMANNI, BURGUNDI, LIMIGANTES, QUADI, RUGII, SUEBI OR TURCILINGI
EARLY ANGLO-SAXON, BAVARIAN, FRISIAN, OLD SAXON OR THURINGIAN
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Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Foederati cavalry		Cavalry	Protected	Superior	Undrilled	–	Lancers, Swordsmen	12	4–6		0–24	8–48
Foederati foot		Heavy Foot	Protected	Average	Undrilled	–	Impact Foot, Swordsmen	7	8–12		0–36	
Isaurians	Only eastern armies after 466	Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8		8–32	
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4				
Auxiliaries		Medium or Heavy Foot	Protected	Superior	Drilled	–	Light Spear, Swordsmen	9	⅔ or all	4–9	6–24	
		Light Foot	Unprotected	Superior	Drilled	Bow	–	6	⅓ or 0			
		Medium or Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	⅔ or all	4–9		
		Light Foot	Unprotected	Average	Drilled	Bow	–	5	⅓ or 0			
Equites		Cavalry	Armoured	Superior	Drilled	–	Light Spear, Swordsmen	17	4–6		0–6	4–20
				Average				13				
				Poor				10				
Equites Illyricani etc.		Light Horse	Unprotected	Superior	Drilled	Javelins	Light Spear	9	4–6		0–6	
				Average				7				
				Poor				5				
Equites Catafractarii or Clibanarii		Cataphracts	Heavily Armoured	Superior	Drilled	–	Lancers, Swordsmen	20	4–6		0–6	
				Average				16				
				Poor				13				
Equites Sagittarii		Light Horse	Unprotected	Superior	Drilled	Bow	–	10	4–6		0–6	
				Average				8				
				Poor				6				
Equites Alani, Taifali, Sciri, Theodosiaci or similar		Cavalry	Armoured	Superior	Drilled	–	Lancers, Swordsmen	17	4–6		0–6	
				Average				13				

SPECIAL FEATURES:

- Foederati cavalry can be organized in battle groups of 4 or 6 bases. The total number of bases of Foederati cavalry in the army cannot exceed 24. Foederati foot can be organized in battle groups of 8, 10 or 12 bases. The total number of bases of Foederati foot in the army cannot exceed 36. Isaurians can only be used by eastern armies after 466 AD. They can be fielded either as Medium Foot or Light Foot, but all of the bases in a battle group must be of the same type. Eastern armies after 466 AD must include at least 8 bases of Isaurians and cannot include more than 32. The total number of bases put together of foederati cavalry, foederati foot and Isaurians in any army must be at least 8 and no more than 48.
- Auxiliaries can either be Superior or Average. All the bases in a battle group must be of the same quality, but different battle groups can be of different quality. The list specifies the different points costs. Auxiliary battle groups can be entirely Medium or Heavy foot with light spear, or can

Roman Auxiliary

have 2/3 of their bases as Medium or Heavy Foot with light spear and 1/3 as Light Foot with bow. If entirely of Medium or Heavy Foot they can be organized in battle groups of 4, 6 or 8 bases. If 2/3 Medium or Heavy Foot, 1/3 Light Foot, they can be organized in battle groups of 6 or 9 bases. It is not stated in the above table, which is taken from the Foederate Roman list, but the special instructions for that list require that either all auxiliary light spear men in the army must be Medium or all must be Heavy.

The total number of bases of auxiliaries in the army must be at least 6 and cannot exceed 24.

- The list allows a wide choice of assorted Equites of various types and quality. All of the bases in a battle group must be of the same type and quality. Each battle group can have 4 or 6 bases. The total number of bases of each type in the army cannot exceed 6. The total number of bases of various Equites in the army must be at least 4 and cannot exceed 20.

APPENDIX 2 – THEMED TOURNAMENTS

A tournament based on the "Legions Triumphant" theme can include any of the armies listed in this book, but these cannot use any options only permitted after 493 AD.

It can also include the following armies from our other army list books. These can only use options permitted between 25 BC and 493 AD:

Field of Glory Companion 1: *Rise of Rome: Republican Rome at War*

Numidian or Early Moorish
Early Armenian
Parthian
Later Jewish.

Field of Glory Companion 7: *Decline and Fall: Byzantium at War*

Later Moorish
African Vandal
Later Visigothic
Italian Ostrogothic.

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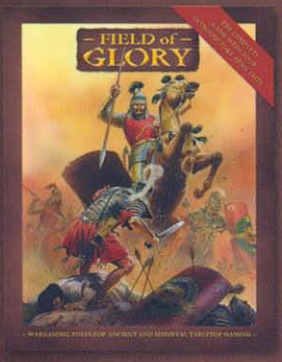

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